ENIX

CONTENT RATED BY ESRB

T TEEN

ROBOT ALCHEMIC DRIVE

TM

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

BLAZBLUE

ROBOT ALCHEMIC DRIVE

™

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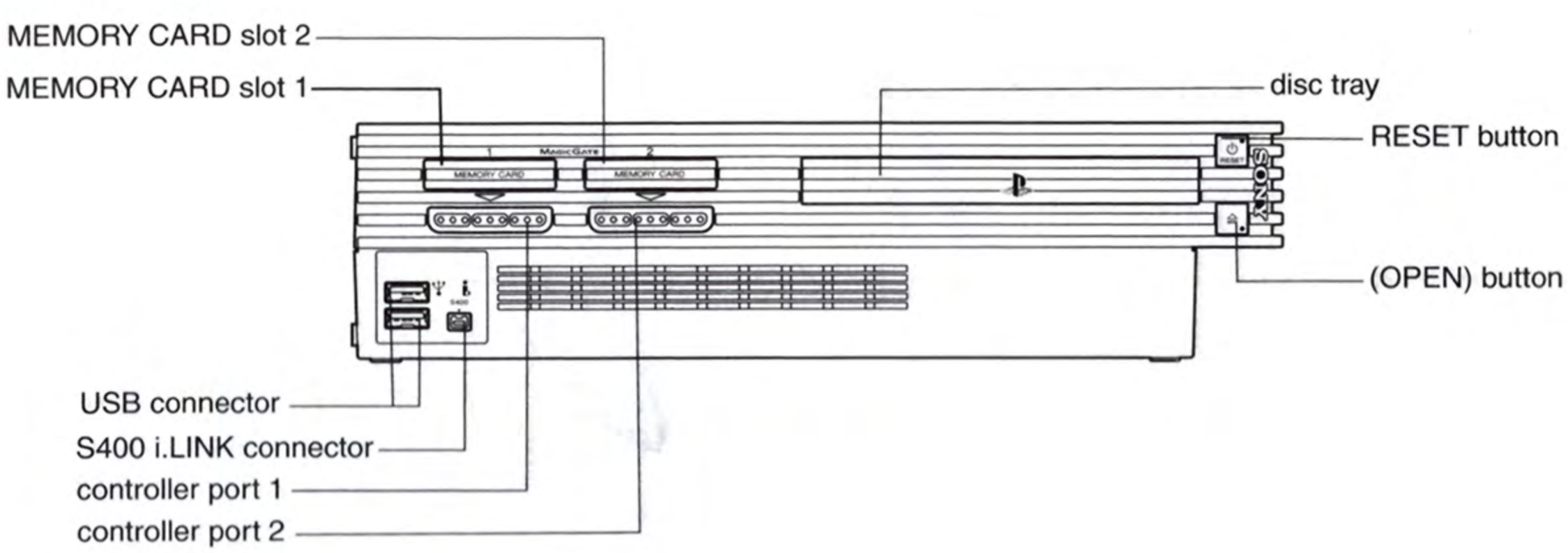
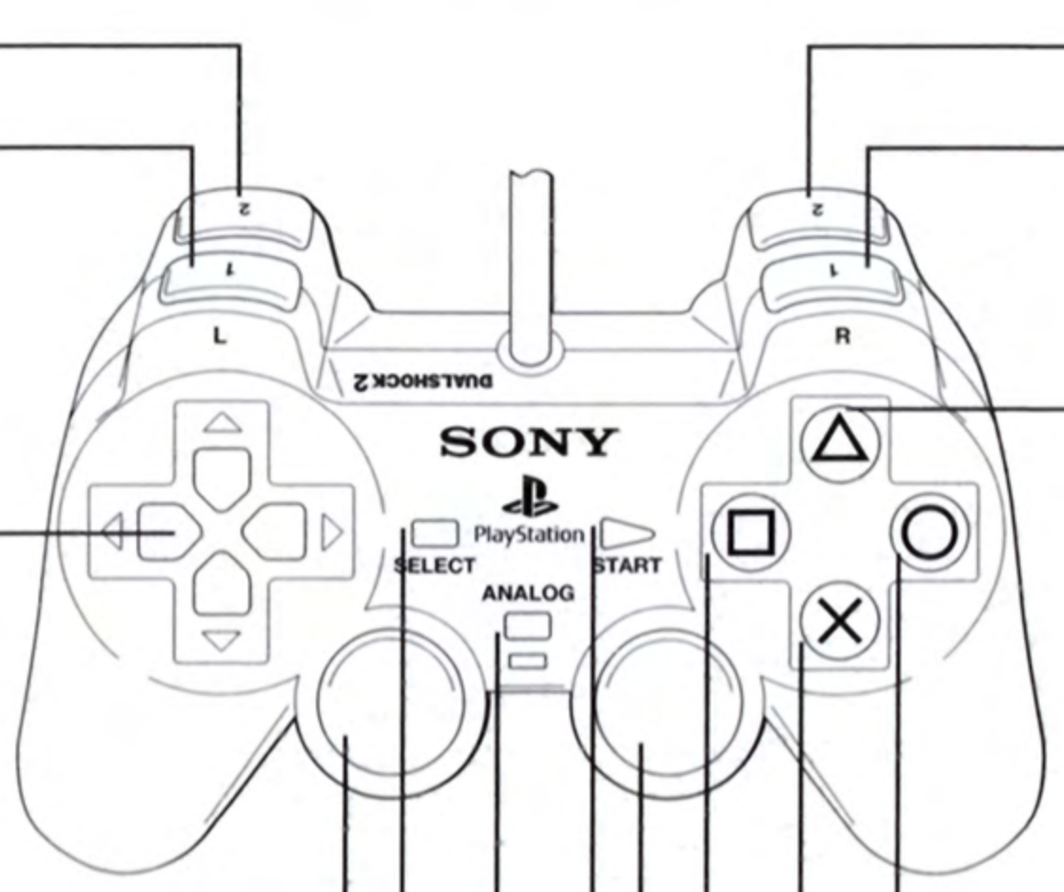
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the RAD disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 analog controller configurations



1969: Humankind's first lunar expedition. Humans set foot on the moon. However, the entire lunar crew dies mysteriously on the return flight.

1975: Humankind's first manned space station is constructed.

1976: The space station's crew all die.

1980: Nectar Radiance is discovered.
Nectar Radiance is found to be drifting throughout space. It is invariably lethal to any organic life form. It penetrates any substance. Nothing can provide protection from it. So long as Nectar Radiance exists, it is impossible for life forms to travel into space. Organic life forms can survive only on earth with its protective atmosphere. Nectar Radiance imprisons life forms on earth. Humankind christens it the Nectar Barrier*.

1981: All space exploration projects are indefinitely postponed.

Humankind cannot advance to the stars.

Alien life forms cannot come to earth from space.

Humankind continues its solitary existence.

However...

* **Nectar Barrier:** Taken from the title of a research paper authored by Dr. Hourai. In it, Dr. Hourai hypothesizes that a highly toxic radiant energy field drifts in space beyond the earth's atmosphere, and that its effects render impossible any extended space travel by humans. How this research prompted world powers into a new arms race has not been disclosed by the authorities.

Screams. Thunder. Tremors.
Is there a future

"Miss Tsukioka, please come now. The Trillennium Committee* needs your help." Yui Tsukioka freezes in her tracks upon hearing the announcement blaring over the train station's PA. "The Committee has gone active?" She tries vainly to conceal her shock. Her classmate Nanao stands transfixed beside her, bewildered. The pair remains stunned with uncertainty on the train station platform overlooking the city of Senjo. Above them, black clouds gather in a roiling mass. Then, to the accompaniment of shattering thunder, a huge, towering behemoth falls from the sky and lands with a tremendous jolt.

"What... What is that?" As Nanao stares uncomprehending beside her, Yui struggles to accept that the calamity that befell Italy is about to unfold before her eyes.

The townspeople scatter in a crazed panic. The two girls dash through the streets in a desperate bid to save Nanao's housebound grandmother. But grim reality looms. Explosions. Blasts of charred air. Moaning. Obliteration befalls Nanao's home with her grandmother helpless inside while the girls look on in horror. As the carnage continues, Yui notices an aging man, Dr. Hourai, the former chairman of the Trillennium Committee*.

Dr. Hourai's controversial research paper, which spurred the world's powers into a feverish arms race, had prompted the government to establish the Committee with him at the helm. But now, years after his inception, the Committee had fallen into the private ownership of Tsukioka Industries**; Japan's former leading weapon manufacturer run by Yui's parents.

Dr. Hourai brusquely thrusts a controller into Yui's hands. "Isn't there something that you ought to be doing? Why does the Trillennium Committee exist? What purpose does the Meganite serve? Now, go! Go to the Committee!"

Taking the dazed and grief-stricken Nanao by hand, Yui begins to run without any inkling of what destiny awaits the world...

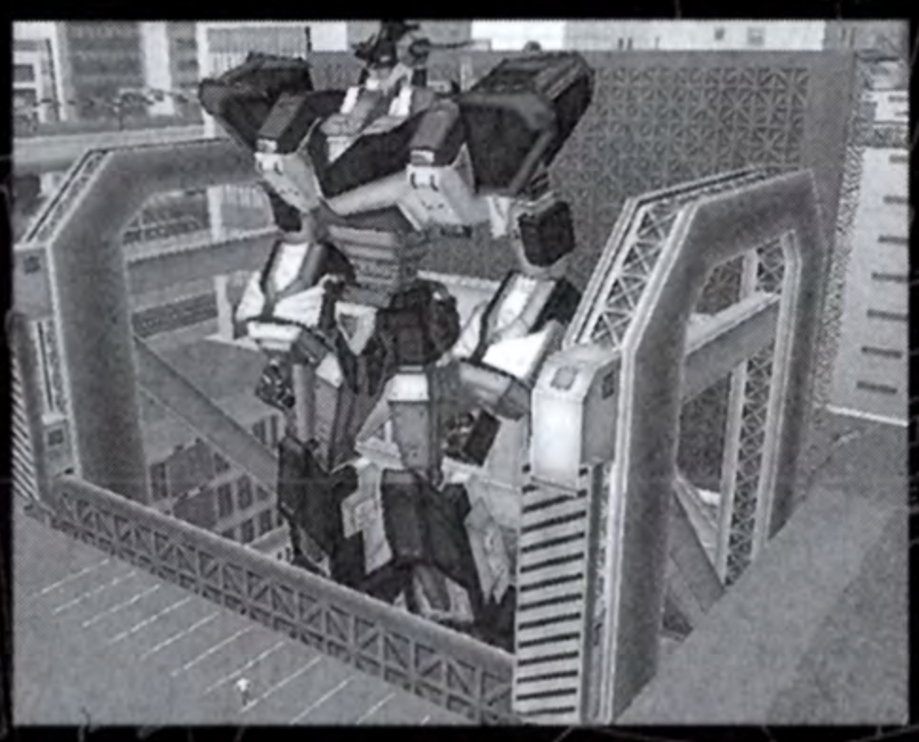
Terror. beyond this Hell?

* Trillennium Committee: The coordinating agency established ostensibly to study interplanetary resource extraction. The Japanese government funded the project lavishly, but cut off funding after seven years of fruitless research.

** Tsukioka Industries: Formerly the largest weapon manufacturer in Japan. The conglomerate privately purchased the defunct Trillennium Committee's facilities and research database, giving the Committee a new lease on life as the Civilization Preservation Foundation.

MEGANITES

Believe, and conquer your fear.



VAVEL

Seraphim-class close combat war mech
Vertical Fortress Vavel

Agility
Power
Armaments

A combat Meganite possessing the highest abilities of the powerful Seraphim-class bipedal war mechs. Standing over 130 feet tall, this menacing robot is rumored to have been named after the Tower of Babel. Its power can be temporarily boosted using the Volcanic Mode overdrive system. However, while the Volcanic Mode generates several times the normal power level, the generators are driven close to the point of uncontrollable critical mass. As such, unleashing the Volcanic Mode is fraught with danger. Vavel's main means of attack are pummeling blows delivered by its massive fists.

LAGUIOLE

Cherubim-class air superiority defense mech

Airborne Dominator Laguiole

Agility
Power
Armaments

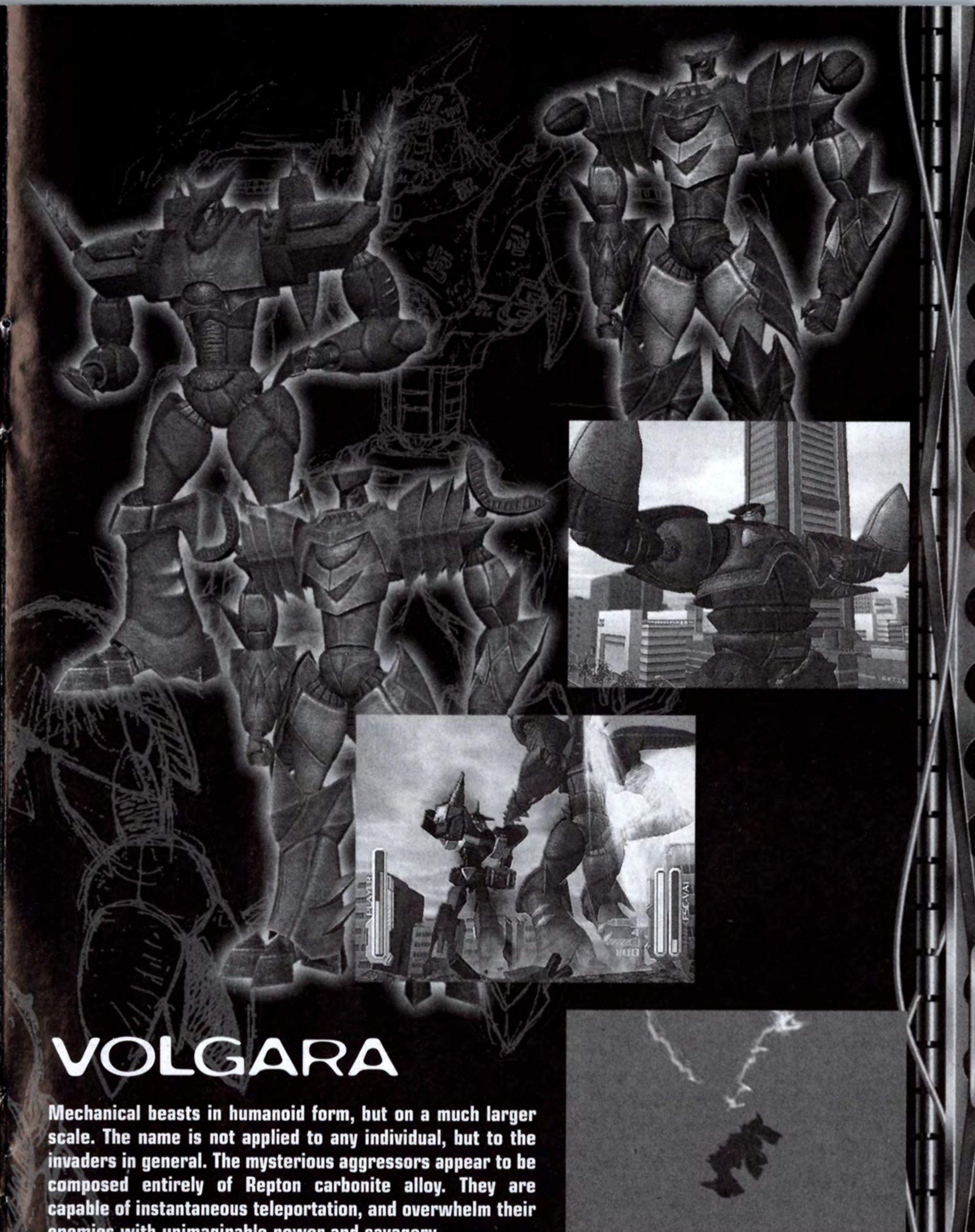
A silver Meganite of the Cherubim-class air defense robots. It is outfitted with powerful beam weapons. It can be transformed into a high-speed flying fortress for protecting cities from above. While its lightweight construction means its punches have relatively little impact, it is compensated by outstanding mobility. Laguiole's main assets are its long reach and strong beam attacks.

GLLANG
Thrones-class ground domination mech
Gllang the Castlekeep

Agility
Power
Armaments

A heavy Meganite of the high-powered Thrones class that is equipped with an impressive array of projectile weapons. It can be transformed into a self-propelled fortress to travel at high speed. Its thickly armored body makes it the heaviest of the three Meganites. Its sheer weight makes it sluggish and difficult to handle, but also gives devastating impact to its punches. Gllang's basic armaments are ordinance weapons.

THE ENEMY
Terror from the skies



VOLGARA

Mechanical beasts in humanoid form, but on a much larger scale. The name is not applied to any individual, but to the invaders in general. The mysterious aggressors appear to be composed entirely of Repton carbonite alloy. They are capable of instantaneous teleportation, and overwhelm their enemies with unimaginable power and savagery.

The Phantom System — the ultimate self-defense mechanism

The Volgara possess the Phantom System, a mechanism that detects approaching energy from projectile weapons and beams, and teleports the Volgara to safety. The Phantom System thus provides complete protection against long-range attacks. The only way to counter it appears to be engaging the Volgara in close combat.

CONTROLS

Your controller maneuvers the Meganites.

Normal control mode

This control mode may be somewhat tricky. However, once the controls become familiar they will enable you to maximize the Meganites' abilities. Recommended for experienced gamers.

L2 AND R2 BUTTONS

- L2 + R2 button: Crouch
- Press L2 and R2 buttons again to get up from a crouch.
- L2 button: Step back with the left foot
- R2 button: Step back with the right foot

DIRECTIONAL BUTTON

Controlling the hero

- ↑ Advance ↓ Retreat
- → Turn to the right/look to the right
- ← Turn to the left/look to the left

Controlling the Meganite's torso

- ↑ Bend forward ↓ Tilt the upper body backwards.
- → Rotate to the right
- ← Rotate to the left
- The directional button is also used for selecting menu items.

SELECT BUTTON

- Switch controls between the hero and the Meganite.

LEFT ANALOG STICK/L3 BUTTON

- Controls the hero (in the same manner as the directional button)
- Controls the Meganite's left arm (for punches and chops, see p. 23)
- L3 button (press in the left analog stick): Deploy the Meganite's left arm weapon.
  Press the L3 button again to stow the weapon.

START BUTTON

- Map display

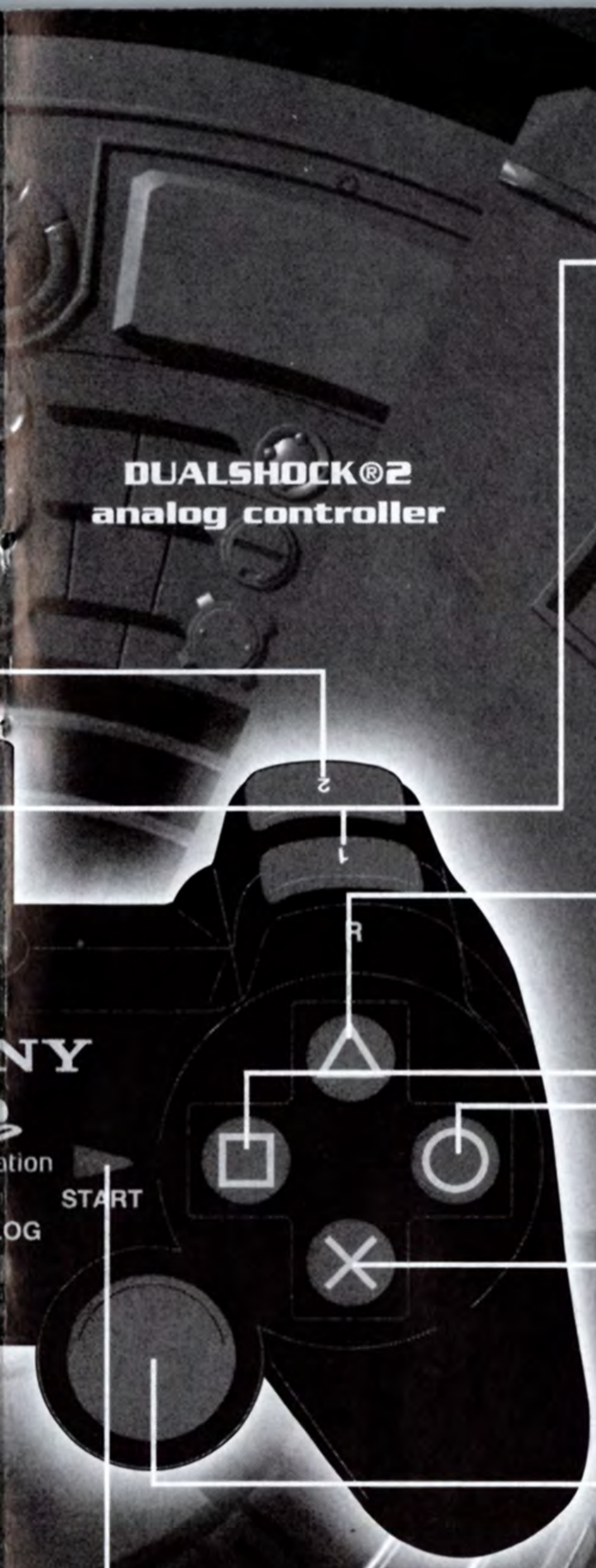
VS Mode

Two players can battle each other by connecting two controllers to the PlayStation®2 console.
The players can choose the settings and robots for battle.

LED INDICATOR

This will be lit red constantly.

The controller's vibration feature can be turned on/off in the Options menu.



L1 AND R1 BUTTONS

- L1 button: Advance the left foot.
  R1 button: Advance the right foot.
- Press the L1 and R1 buttons alternately to advance.
- Press the L2 and R2 buttons alternately to retreat.
- L1 + R1 button: Grand Charge
- Jump: Press the L2 and R2 buttons at the same time to crouch, then press the L1 buttons and R1 buttons together.
- L1 + L2 button: Turn left
- R1 + R2 button: Turn right

△ BUTTON

- Fires the Meganite's beam weapon.

□ BUTTON

- Transforms Laguiole and Gllang between Fortress Mode and Vertical Mode.

○ BUTTON

- Confirms menu choices.
- Fires the Meganite's ordnance weapon.

× BUTTON

- Cancels menu choices.
- Holding the × button, press the directional button to look around.

RIGHT ANALOG STICK/R3 BUTTON

- Controls the Meganite's right arm (for punches and chops, see p. 23)
- R3 button (press in the right analog stick): Deploy the Meganite's right arm weapon. Press the R3 button again to stow the weapon.

EASY CONTROL MODE

Meganites can be moved using the following commands. The simple controls are recommended for novice players. Analog sticks will still control the Meganites arms (see above).

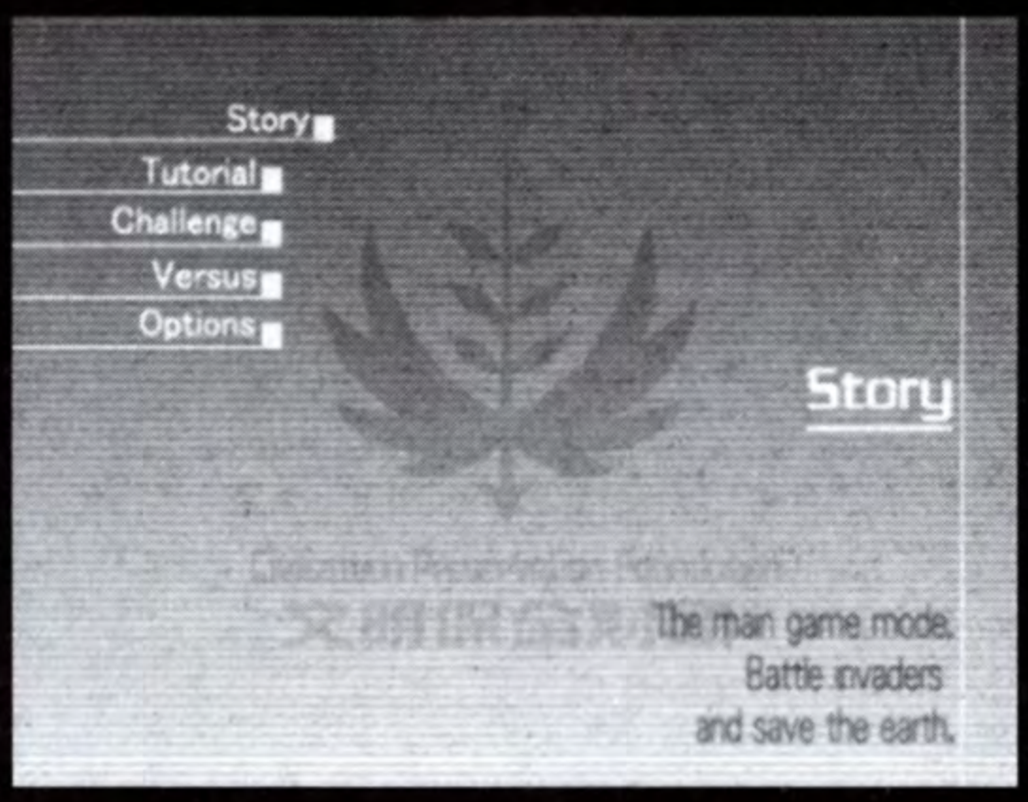
- Directional button: ↑ Advance ↓ Retreat
- Directional button: → Turn to the right/look to the right
  ← Turn to the left/look to the left
- The directional button is also used for selecting menu items.
- L1 or R1 button: Grand Charge
- L2 or R2 button: Crouch

The easy control mode does not enable the player to rotate or tilt the Meganite's torso.

The normal control mode is recommended for players who want total control over the Meganites.

BATTLE MENU

The war starts here.



STORY

Experience a massive epic spanning over 50 episodes as the hero. You will be thrust into a desperate struggle against mysterious invaders bent on world destruction. You will also delve into the mysteries surrounding the Trillennium Committee and the secrets of the Meganites.

[NEW GAME]
Select to start a new game.

[LOAD GAME]
Select to continue a saved game.

TUTORIAL

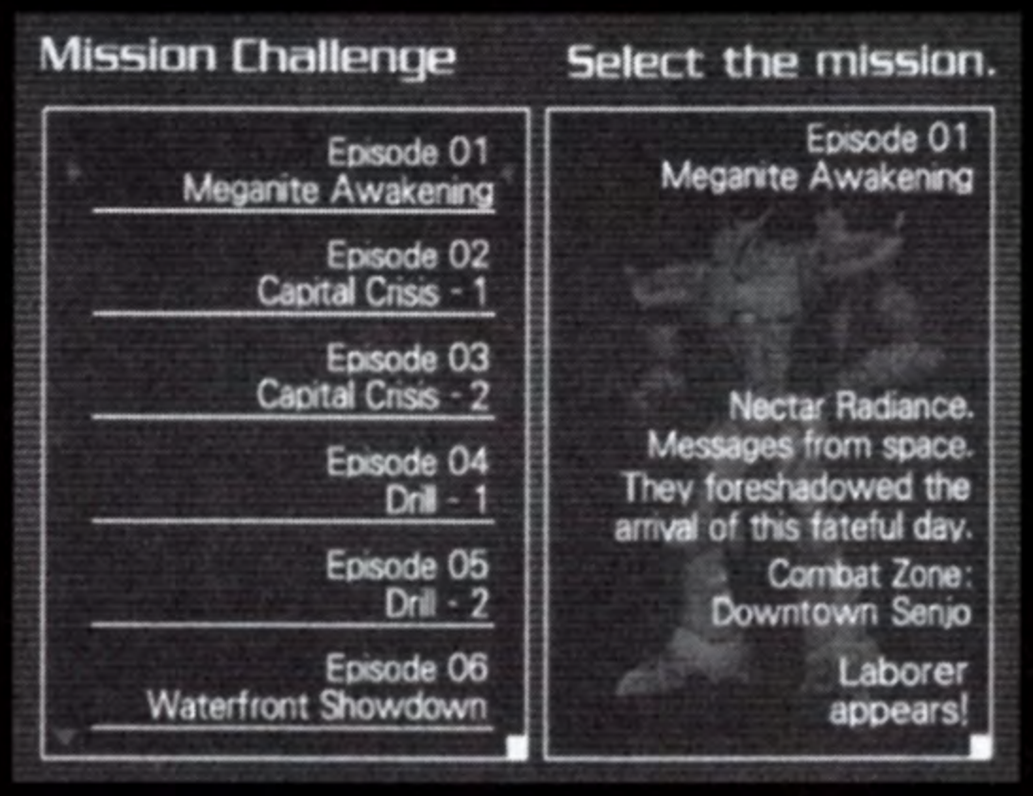
Receive instructions on switching controls between the hero and Meganites, and on basic controls. Recommended for players who are unfamiliar with the game.

[Dantarion's Assault]
A tutorial session on basic controls. Learn the basics such as walking and punching.

[Heavy Arms Training]
Learn how to deploy and operate a variety of armaments fitted on the Meganites.

CHALLENGE

You can choose and play any of the missions you have already completed in the Story Mode. Hone your battle techniques and analytical skills by revisiting your former glories.



STORY

Episode 1: Meganite Awakening

Episode 2: Capital Crisis — 1

Episode 3: Capital Crisis — 2

Episode 4: Drill — 1

Episode 5: Drill — 2

HERO

Naoto Tsukioka

×

Ryo Tsukioka

×

Yui Tsukioka

MEGANITE

Laguiole

Gllang

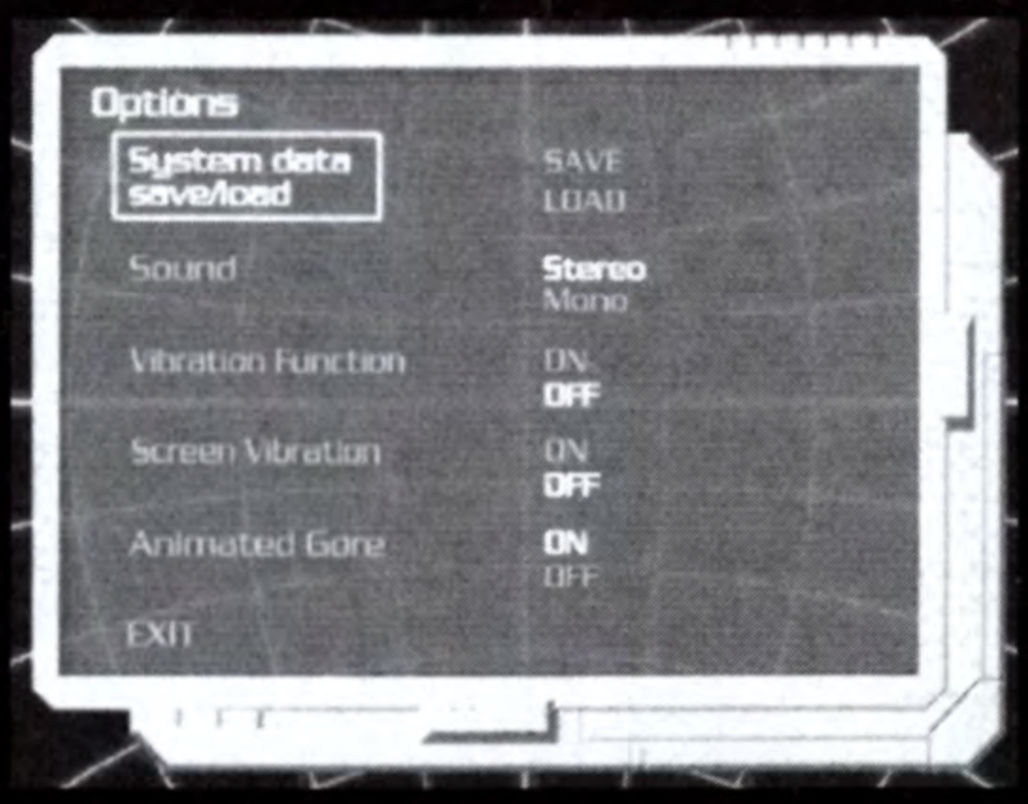
Vavel

VERSUS MODE

A two-player head-to-head battle mode. Choose the setting, heroes, control modes and robots for battle. Volgara units from completed episodes in the Story Mode will also be available for selection. In the Versus Mode, players can also target the opposing hero, as well as the robot.

OPTIONS

Change various game settings under this menu including the sound mode and controller vibration. System data can also be saved and loaded here.



STORY MODE

A tale of 17-year olds in a season of hell...

In the city of Senjo, a variety of important buildings and landmarks appear including Nanao's workplaces. By protecting these important buildings from the Volgara (or destroying them yourself), the story's flow is affected.

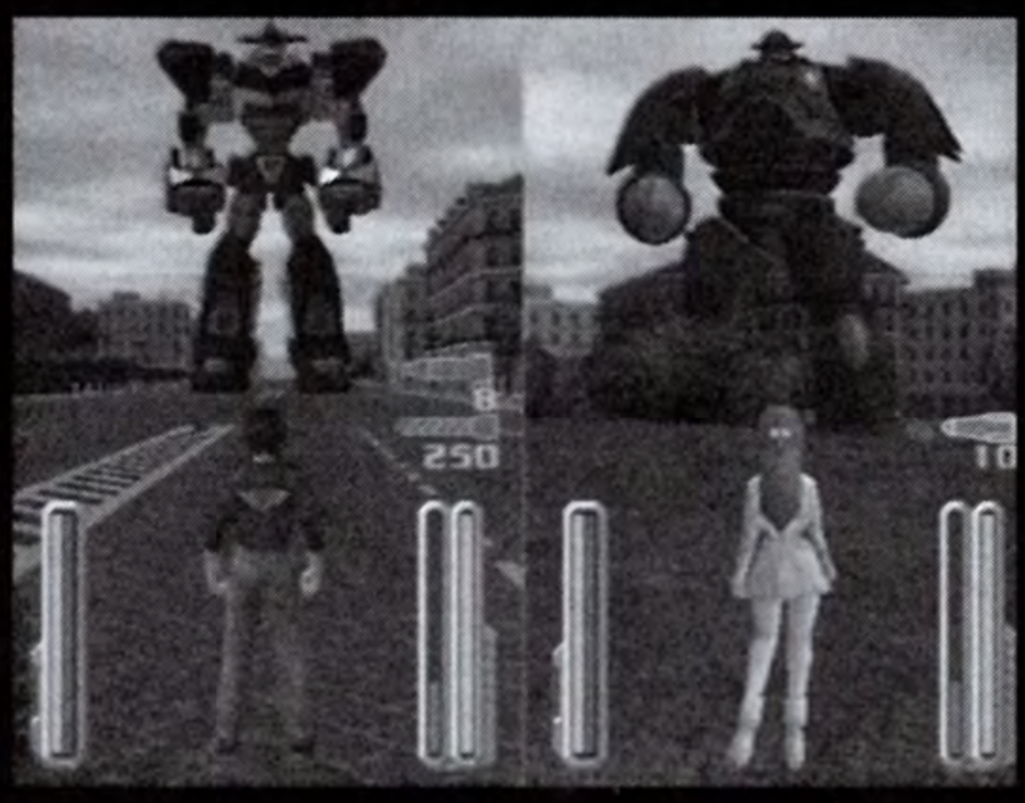
Dramatic threads weave an epic tale spanning over 50 episodes

You not only face the terror of life during wartime in a city drawn to actual scale, but also becomes witness to the lives of people affected by the crisis. At times, you will assume the part of a 17-year old hero. And in other times, you will control a Meganite fighting the mysterious enemies. As the crisis mounts, you will be drawn into the massive story.

VERSUS MODE

Tokyo, Rome... Stage clashes of heavy metal behemoths at your whim.

Two players can battle each other in a split screen mode. Choose the setting, heroes and robots for staging furious battles between towering mechs. As you progress in the Story Mode, the cast of robots will expand, as well as the kinds of attacks. It's also possible to pit Meganites against one another, or have two Volgara giants duke it out.

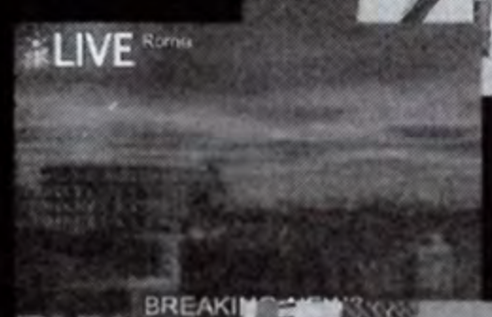


SETTING

Senjo's New City Center

Downtown Senjo

Senjo Sea Port



Rome

Tokyo

HERO

Naoto Tsukioka

Ryo Tsukioka

Yui Tsukioka

ROBOT

Laguiole

Gllang

Vavel

Laborer

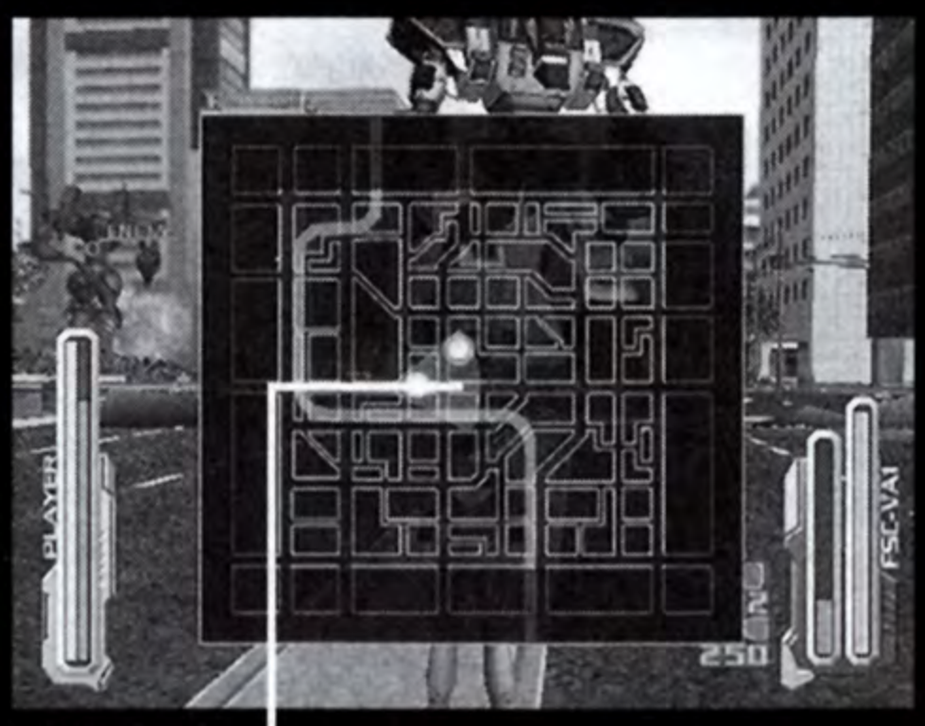
Harrier

Basic Volgara Controls (Partial)

	COMMAND	
Screech	□ button	Strikes a sinister pose (This charges the energy meter.)
Sprite Ray	△ button	A beam weapon is fired.
Devil's Ray	○ button	A more powerful version of the Sprite Ray.
Vanishing	○ + △ + □ button	Teleportation/Phantom Out
Strike pose	□ + △ button	Strike a karate-like pose. (The feet must be together. The robot won't walk while striking a pose.)
Roar	○ + □ button	Looses a fearsome roar (This charges the energy meter.)
Grand charge	L1 + R1 button	Strikes a distinctive pose for executing a finishing attack.

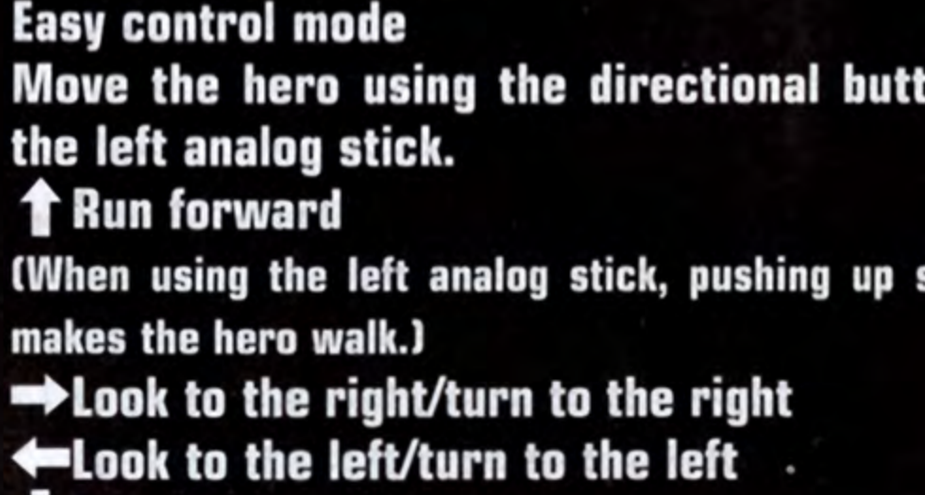
STARTING THE GAME

Hit the streets as the master of Meganites.



[Map]

Press the START button to display the map. The hero's location, the hero's field of vision, destination, and the enemy location(s) are indicated. Learn how to use the map on the move to minimize damage caused by the enemy. Press the START button again to turn the map off.



[Talk]

To advance a conversation, press the ○ button.

[Run & walk]

Easy control mode

Move the hero using the directional button or the left analog stick.

↑ Run forward

(When using the left analog stick, pushing up slightly makes the hero walk.)

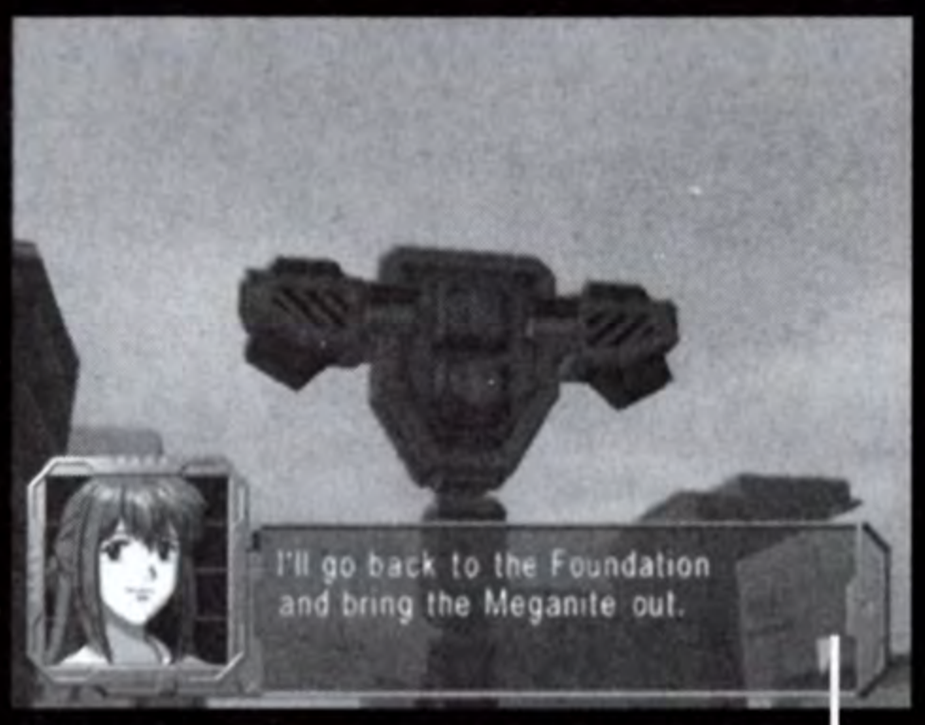
→ Look to the right/turn to the right

← Look to the left/turn to the left

↓ Run backwards

R1 Strafe right

L1 Strafe left



[Normal control mode]

The hero can be moved using the directional button combined with the left analog stick. By using this combination, the hero can be moved more smoothly than using the directional button alone.

[Jump]

The hero can be made to jump dozens of feet into the air by pressing and holding the ○ button. Jump to clear obstacles or leap up onto a Meganite's shoulder. The hero remains airborne while the ○ button is pressed. While airborne, the Gravity Gauge gradually drains. However, it refills once the hero is back on his/her feet, enabling jumps again.

[Ammunition Indicators]

These indicate the remaining stocks of missiles and cannon shells.

[Meganite Energy Gauge]

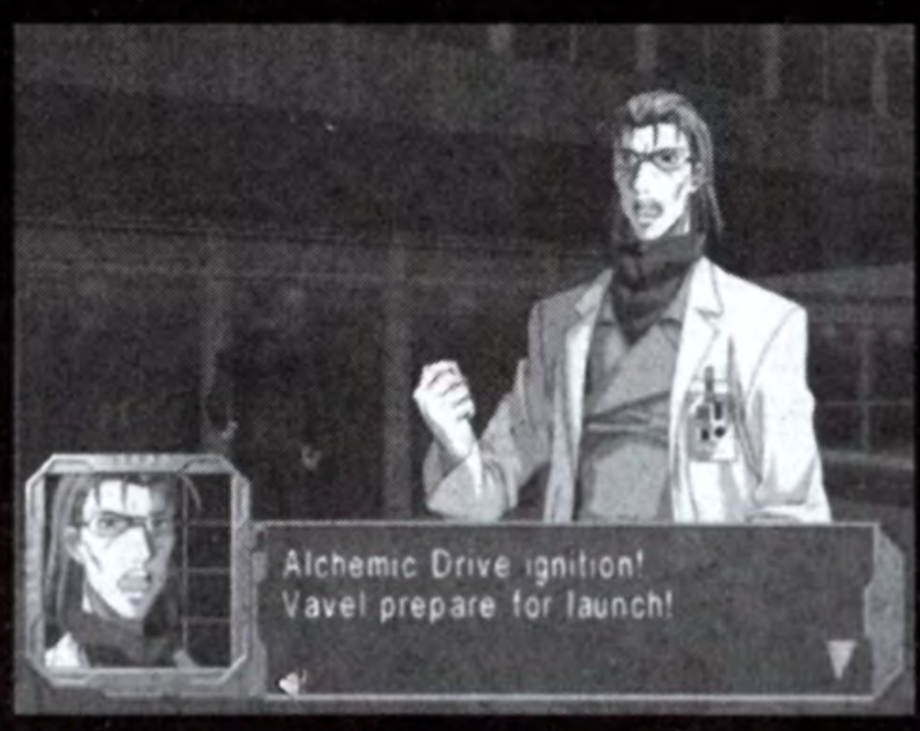
Indicates the Meganite's energy level. Some finishing attacks require the Energy Gauge to rise past a certain level.

[Hero Energy Gauge]

This green-colored Gauge indicates the hero's vitality. If the Gauge drops to zero, it's game over. The purple indicator is the Gravity Gauge.

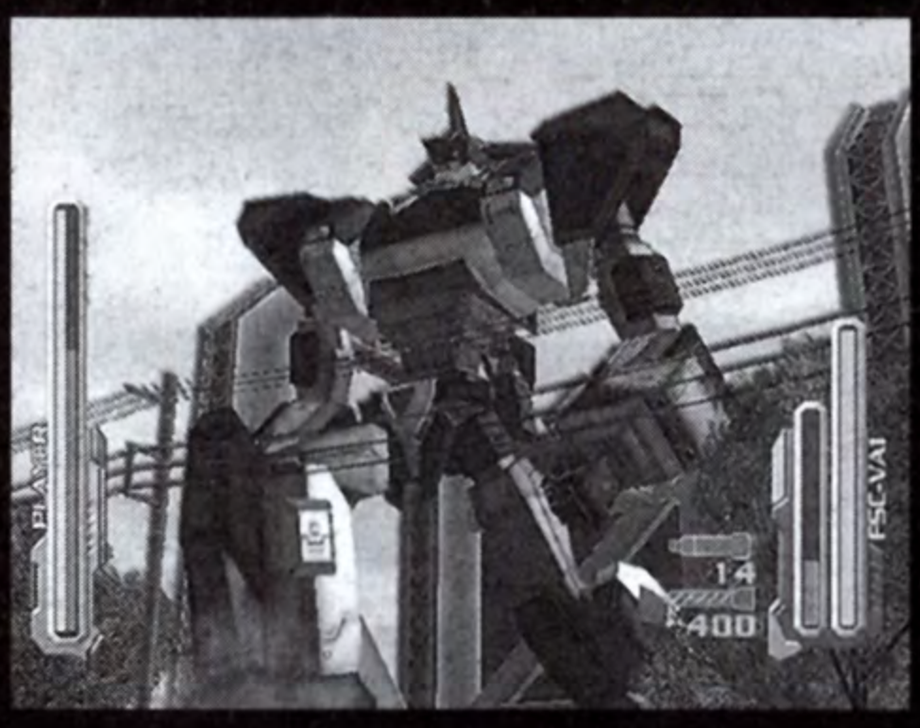
[Meganite Endurance Gauge]

If this Gauge drops to zero, it's game over.



[Switching]

Press the SELECT button to switch between the hero and the Meganite. If the hero is selected, the viewpoint switches to a third-person view behind the hero so you can view the immediate surroundings.



MEGANITE CONTROLS

Take control of your Meganite and smash the enemy.

Meganites are bipedal war machines that are remotely operated. They require the hero to control their arms, feet, torso and armaments in order to act as effective combat weapons. The time of reckoning has arrived!

Walk, crouch and jump.

[Walk]
Press the R1 button to advance the right foot, and the L1 button to advance the left foot. When either of these buttons are pressed, the appropriate foot is moved.

[Changing direction]
For turning right, press the R1 and R2 buttons together. To turn left, press the L1 and L2 buttons together.

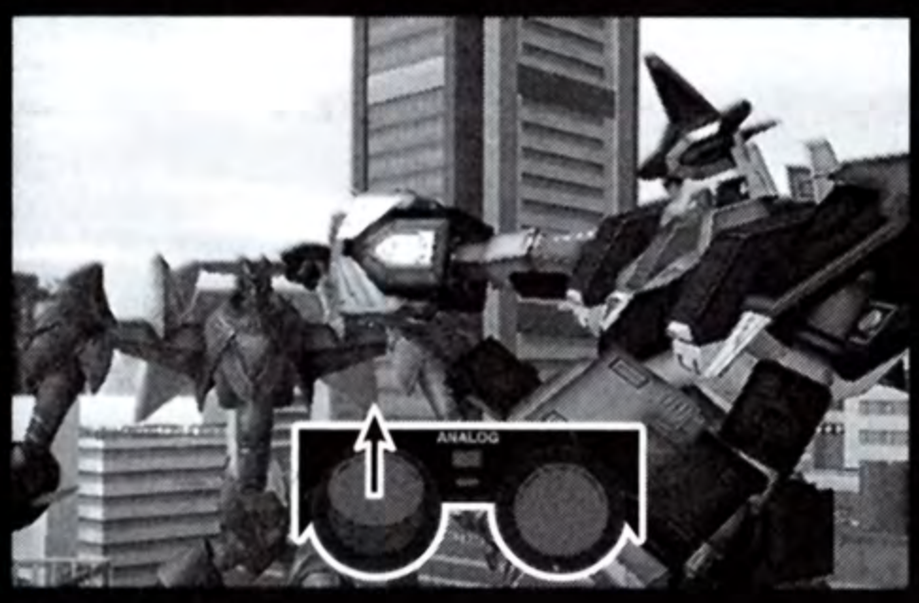
[Crouch]
Press the R2 and L2 buttons together.

[Jump]
While the Meganite is crouching, press the R1 and L1 buttons together.

[Retreat]
Press the R2 button to pull back the right foot, and the L2 button to pull back the left foot. Press the buttons alternately to retreat.

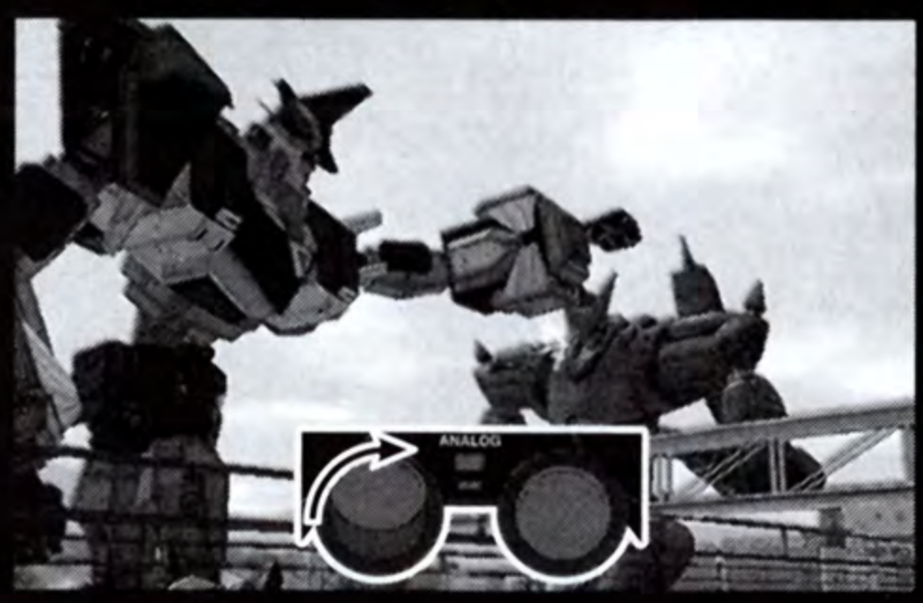
Learn to control the arms.

The left analog stick/L3 button is used to control the left arm while the right analog stick/R3 button controls the right arm. A simple punch is thrown by simply tipping up either of the two analog sticks. For a more powerful straight punch, tip an analog stick down, then tip it up.



[Punch]

Tip up the left or right analog stick to throw a punch. Throw punches in quick succession to keep the enemy at guard.

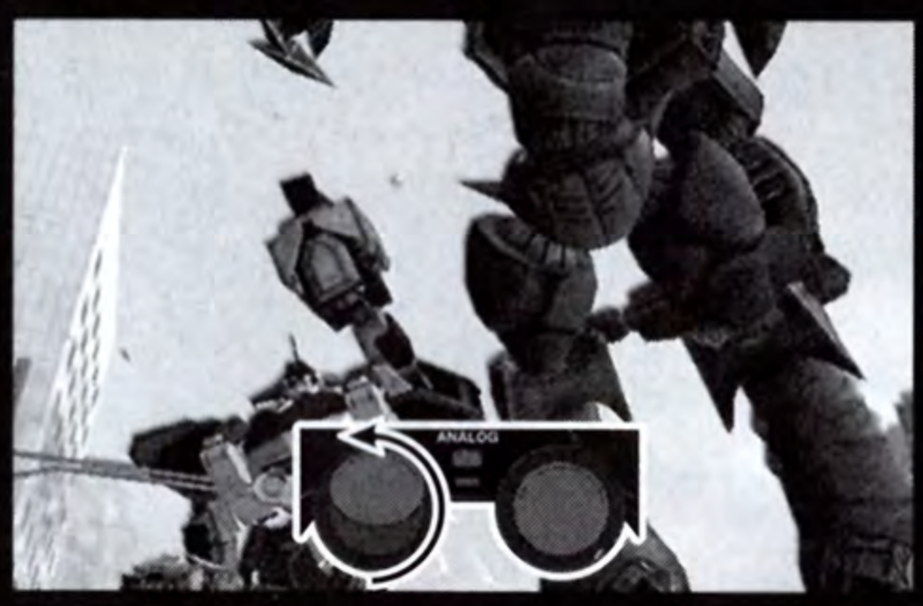


[Hook]

Tip an analog stick to the outside, then rotate it up in a 90-degree arc to throw a hook.

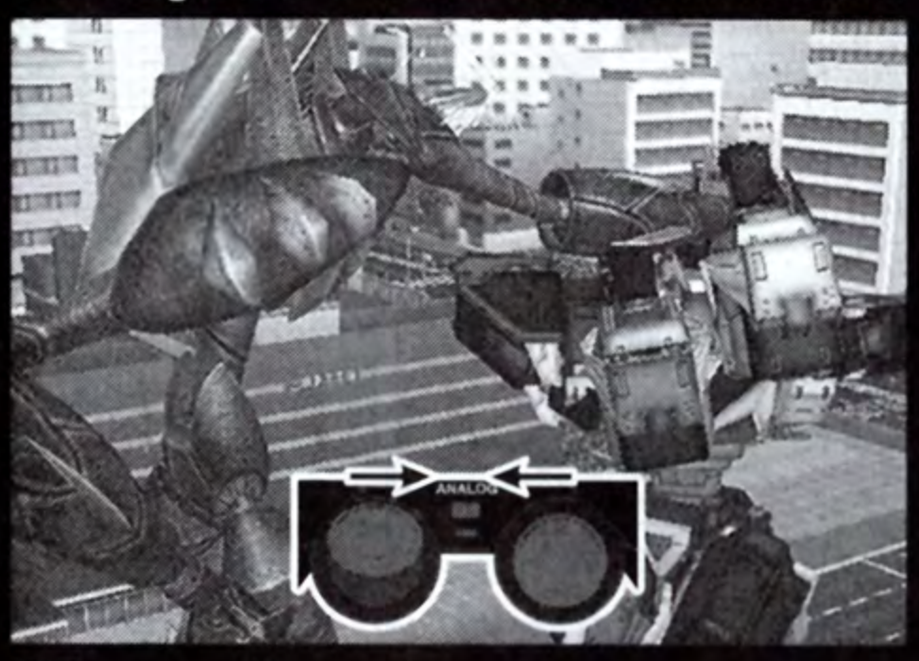
[Chop]

Tip an analog stick down, then rotate it up in a 180-degree arc to the outside to throw a chop.



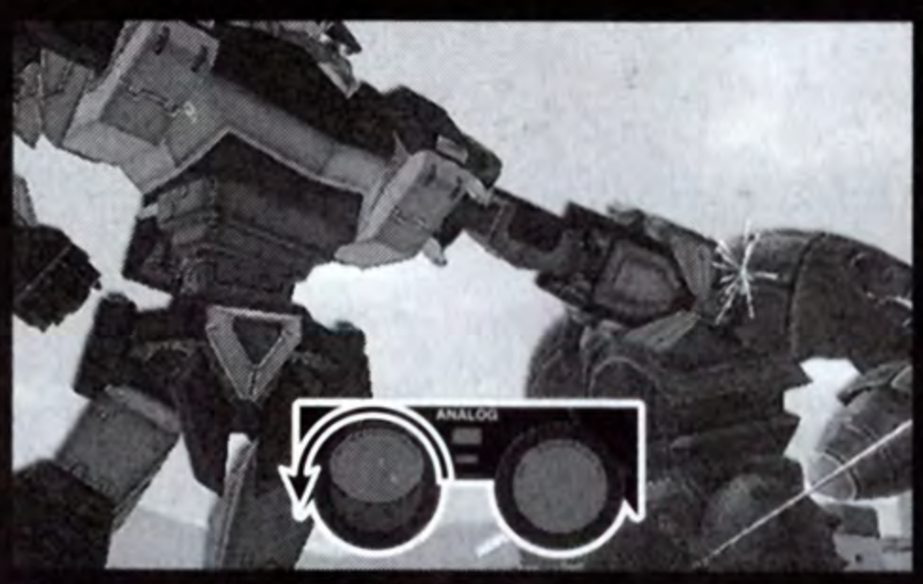
[Uppercut]

Tip an analog stick down, then rotate it up in a 180-degree arc to the inside to throw an uppercut.



[Guard]

Tip both analog sticks inward to block attacks.

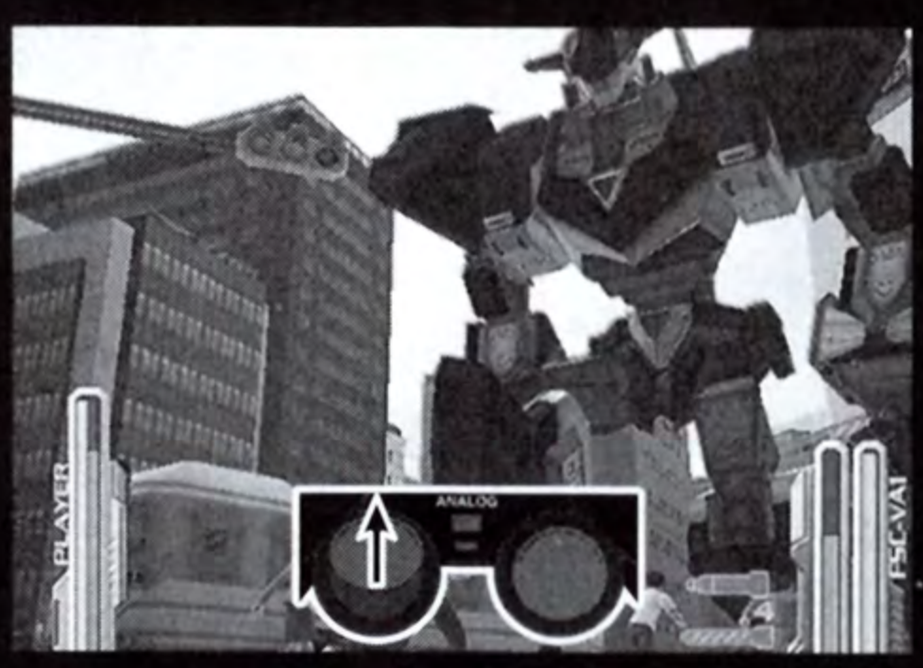


[Backhand]

Tip an analog stick to the inside, then rotate it up and outwards in a 180-degree arc to throw a backhand.

[Straight]

Tip an analog stick down, then tip it up to throw a powerful straight.

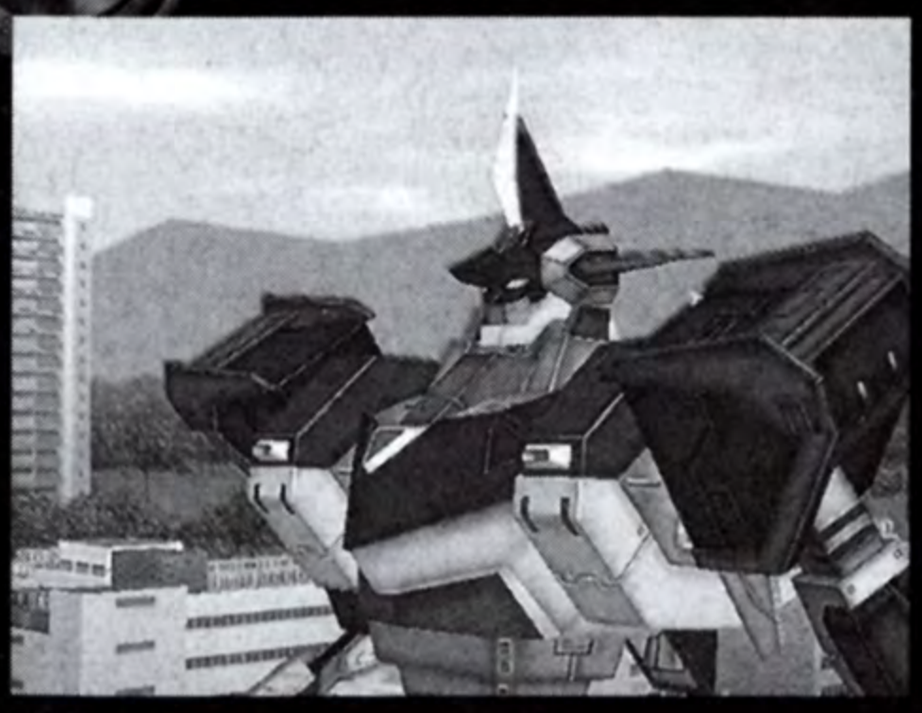


[Grasp & throw]

While crouching, tip up an analog stick to grasp an object in front of the Meganite. Repeat the grasping motion to set down a grasped object. Also, a grasped object can be thrown by punching.

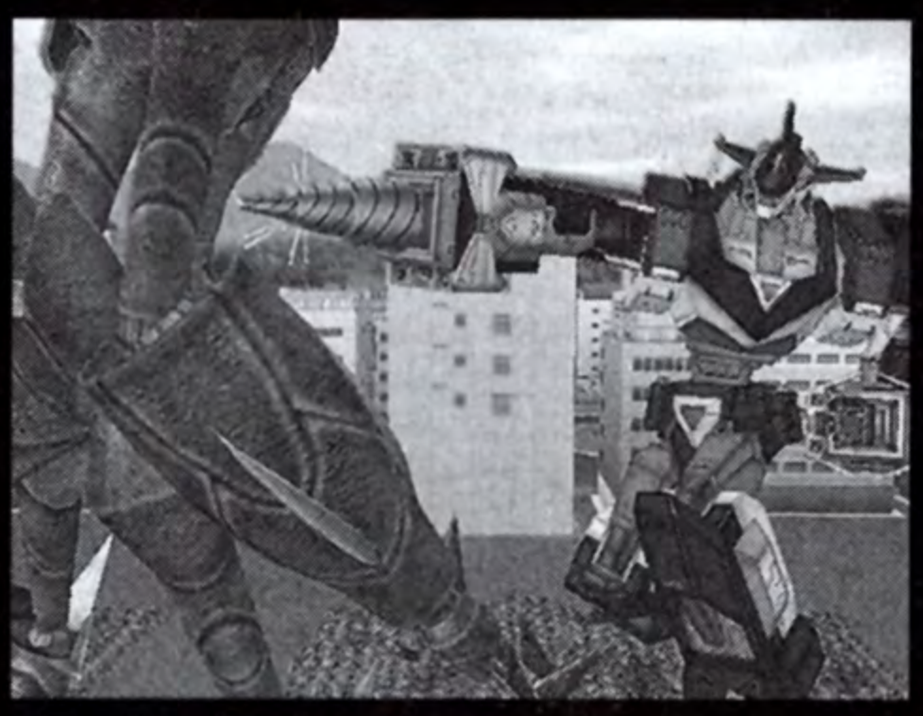
Establish superiority with special attacks.

VAVEL



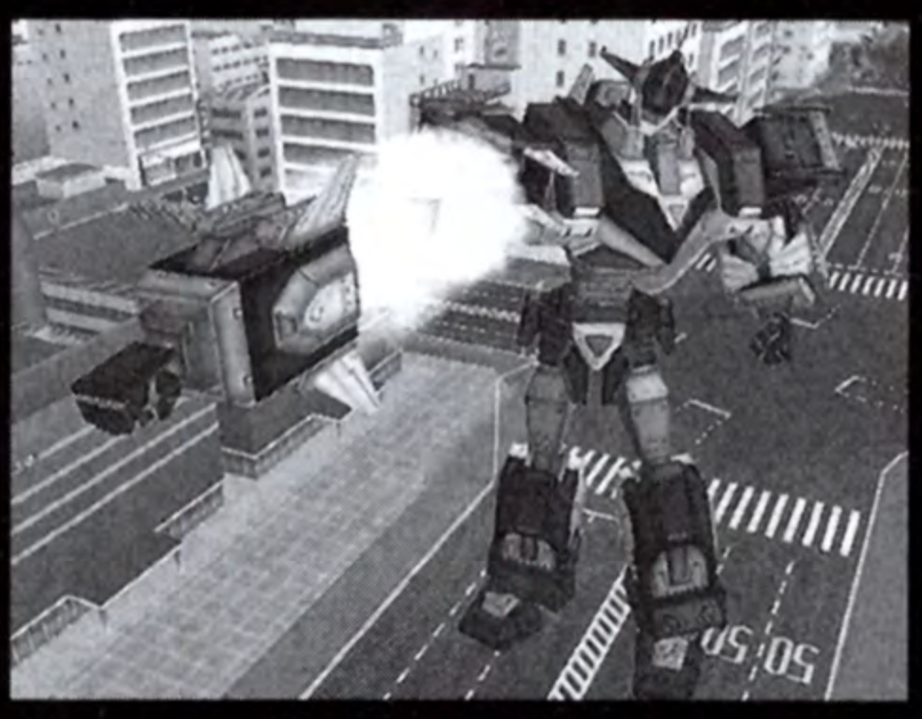
[Harken Laser]

Press the △ button to fire an arced laser beam from the head.



[Drill Gear]

Press the R3 button to deploy a massive drill stowed in the right arm. While the drill is deployed, the right punching power increases. However, the drill also steadily consumes energy. To stow the drill, press the R3 button again.



[Assault Knuckle]

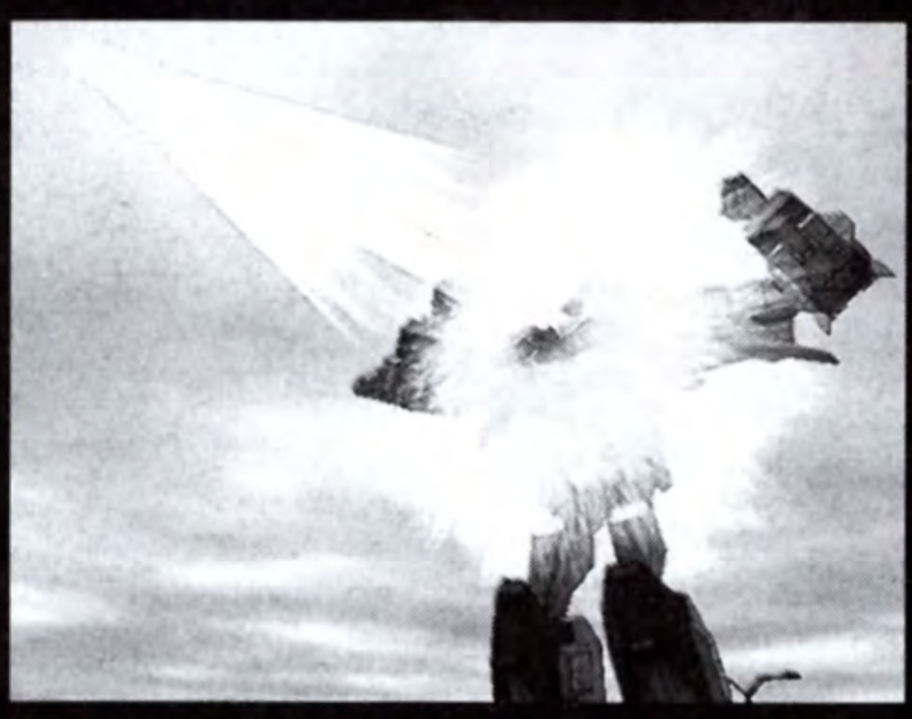
When the Energy Gauge turns red, hold the R1 and L1 buttons to perform a Grand Charge. Then, tip the left or right analog stick up to launch the respective arm.

[Vavel Missile]

Press the ○button to launch missiles from shoulder missile ports.

[Pyro Burner]

Press the L3 button to toggle a flame-thrower stowed inside the left arm. Tip up the left analog stick up to use the weapon when deployed.The left arm's punching power is less when the burner is deployed.

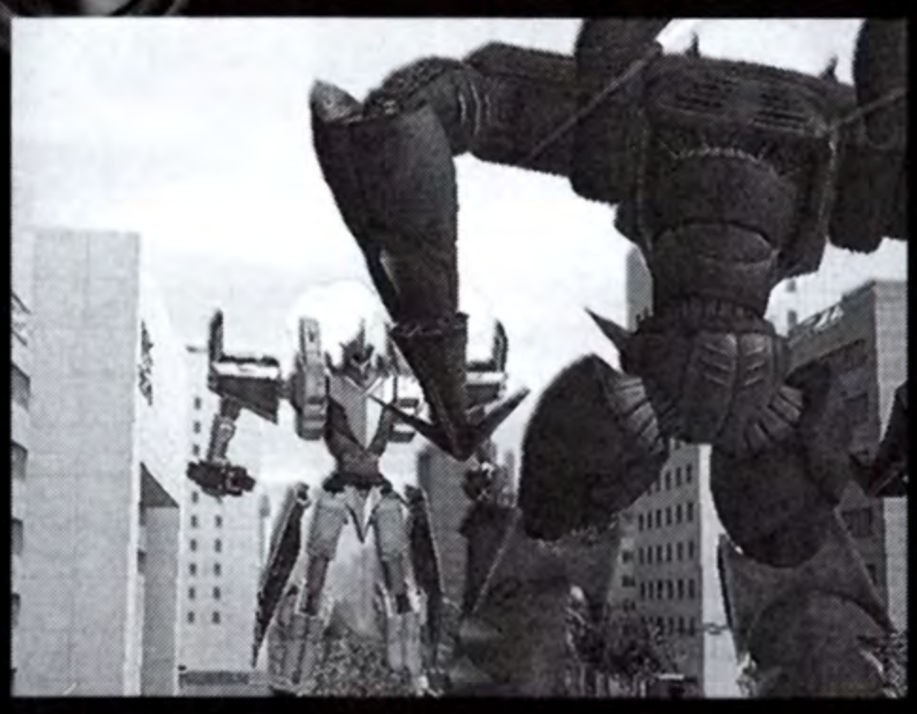


[Lava Stream]

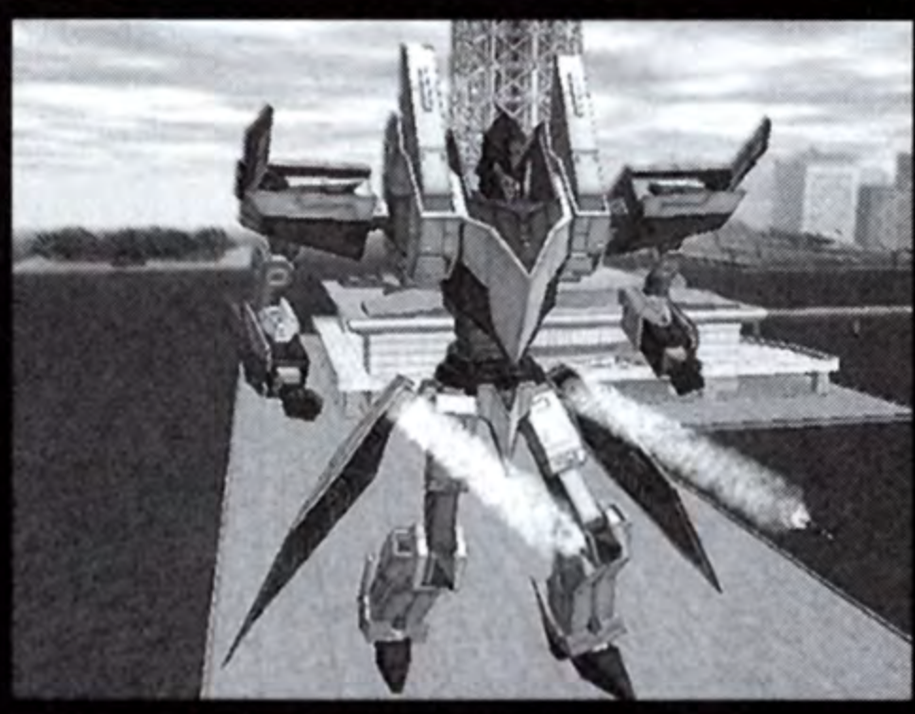
When the Meganite Energy Gauge is fully charged, press the L1 and R1 buttons for a Grand Charge. Then, press the △ button to fire a powerful beam from the chest.

Press the □ button to transform between the Vertical Mode (left) and the Fortress Mode (right).

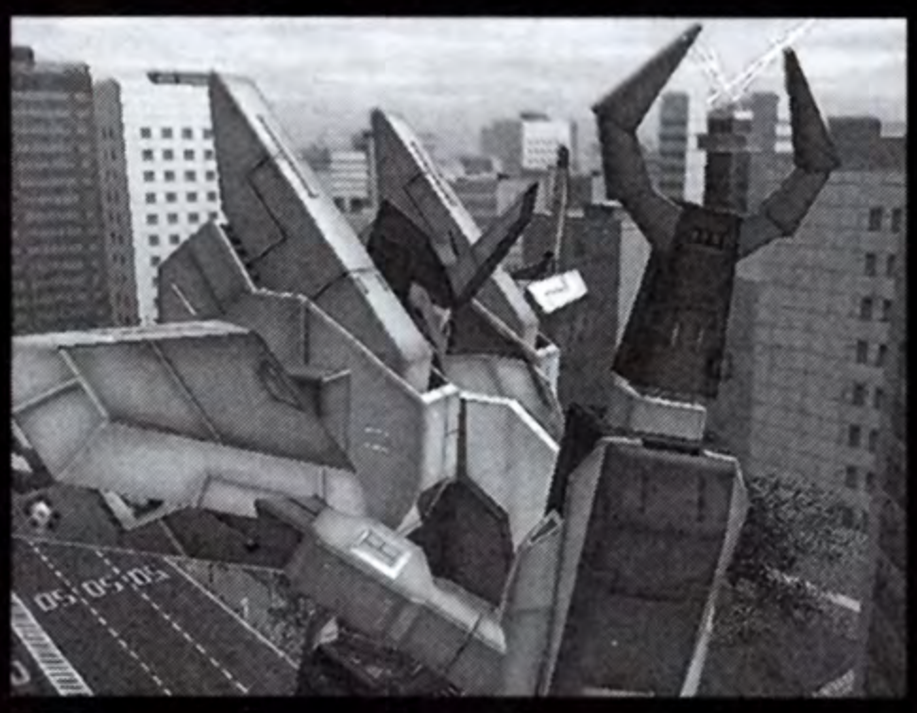
LAGUIOLE



[Nova Laser]
Press the △ button to fire a laser beam.



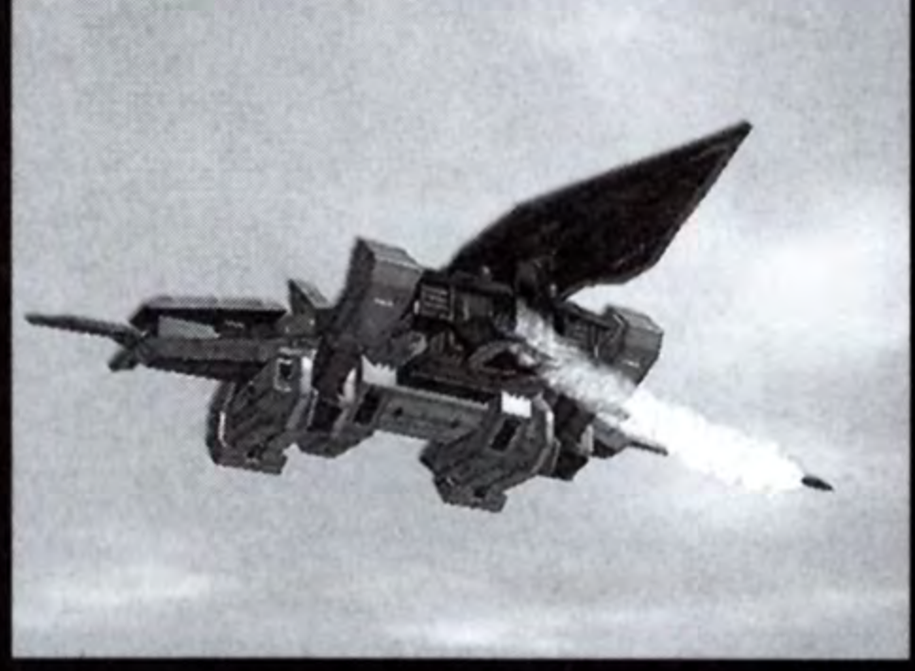
[Aerial Missile]
Press the ○ button to launch mini missiles.



[Thunder Arm]
Press the R3 button to deploy an electrified claw stowed in the right arm. While the claw is deployed, the right punching power increases. However, it also steadily consumes energy. To stow the claw, press the R3 button again.

[Thunder Cannon]
Press the L3 button to toggle the Thunder Cannon stowed inside the left arm. Tip up the left analog stick to use the cannon while deployed. The left arm's punching power is less than when the Cannon is deployed.

[Aerial Corroder]
When the Energy Gauge reaches the red zone, press the R1 and L1 buttons together to perform a Grand Charge. Then, press the △ button to fire a powerful beam.

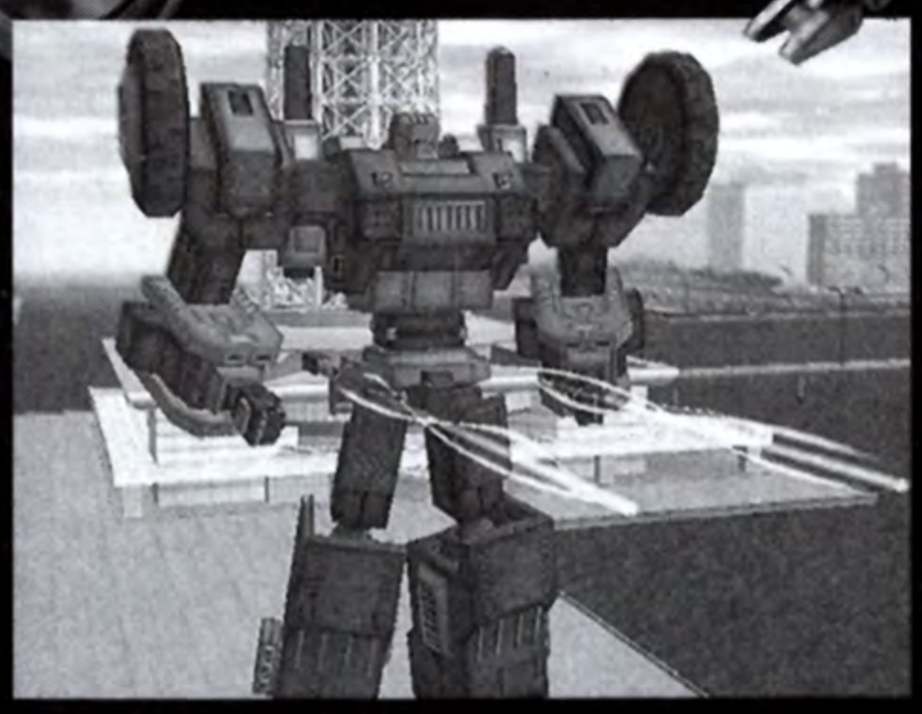


[Sky Torpedo]
While in the Fortress Mode, press the ○ button to launch a missile diagonally down and forward.

MEGANITE CONTROLS (CONT.)

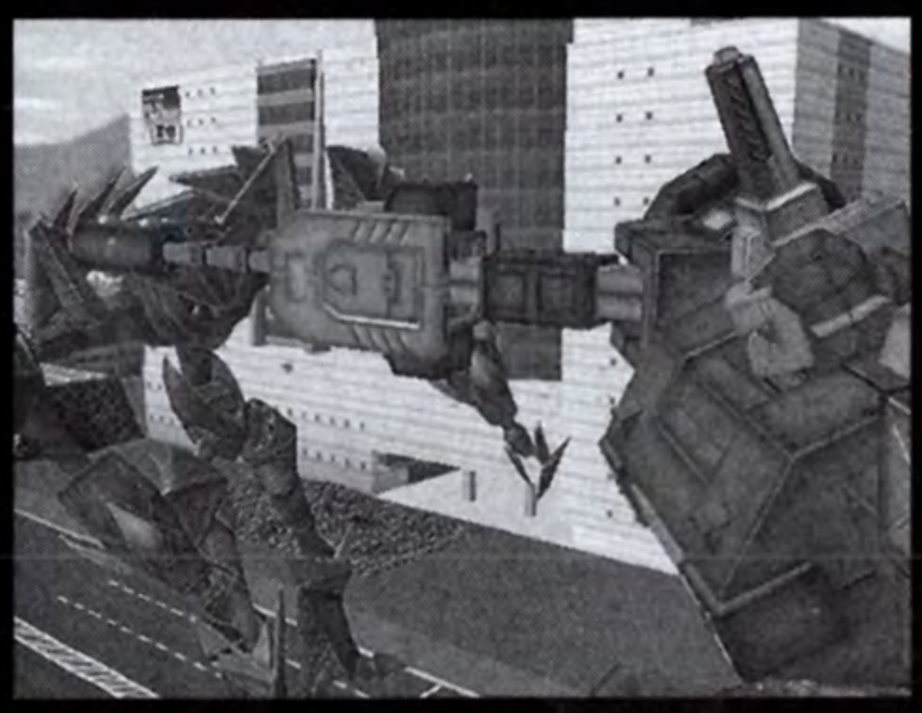
Establish superiority with special attacks.

GLLANG



[Proton Beam]

Press the △ button to fire an energy beam.



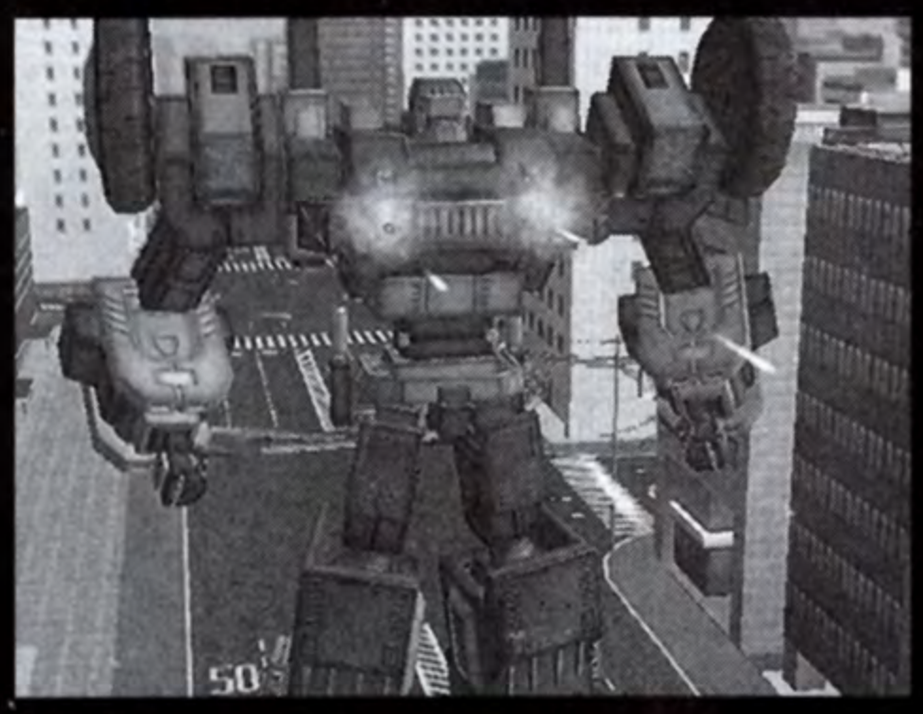
[Storm Hammer]

Press the R3 button to toggle a hammer stowed in the right arm. While the hammer is deployed, tip the right analog stick down, then up. This can strike an opponent that is seemingly out of reach.

[Shoulder Missile]

Press the △ and ○ buttons together to launch shoulder-mounted missiles.

Press the □ button to transform between the Vertical Mode (left) and the Fortress Mode (right).

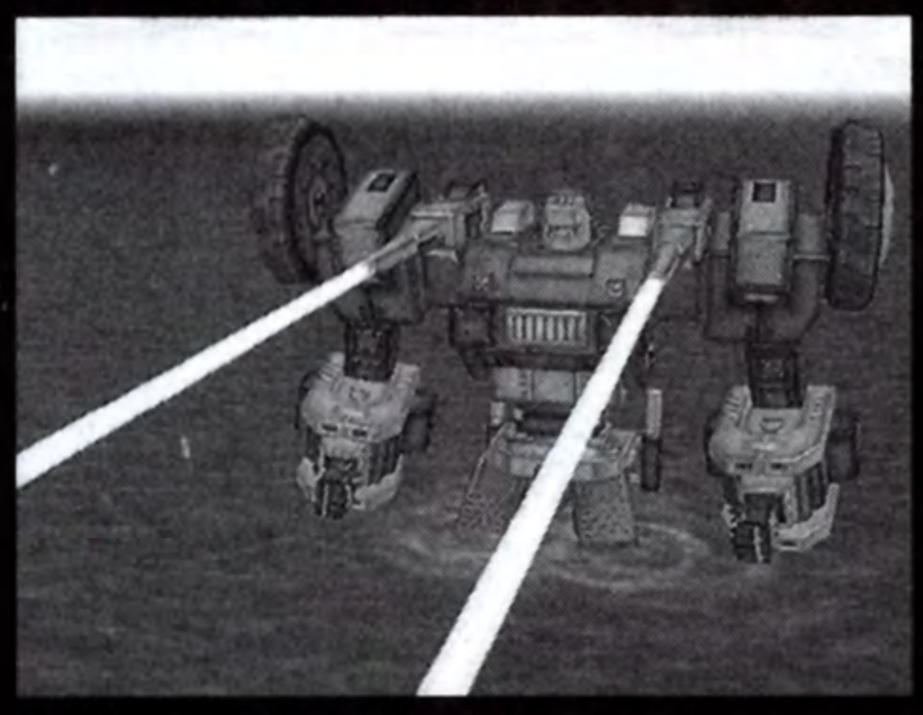


[30mm cannon]

Press the ○ button to fire 30mm shells from a rapid-fire cannon.

[Spread missile Detonator]

Press the L3 button to toggle a missile launcher stowed inside the left arm. Tip up the left analog stick to launch a missile diagonally up and forward. The missile rises to a certain height, then splits, showering the target area with explosive warheads.



[Gaia Buster]

When the Energy Gauge reaches the red zone, press the R1 and L1 buttons together to perform a Grand Charge. Then, press the △ button to fire the shoulder-mounted particle beam cannons at maximum power.

Destroy foes with special attacks and techniques.

Vavel's special techniques

VOLCANIC TRANSFORMATION **□ button**

Press the □ button to transform from standard mode to Volcanic Mode when the Energy Gauge is red.

GENESIS TRANSFORMATION **□ button (if the Genesis Mode is cleared for activation)**

Press the □ button to transform from standard mode to Genesis Mode when the Energy Gauge is red.

DIVINE UPPER

While crouching, rotate the right analog stick clockwise from down to up.

BLAST HOOK

Tip both analog sticks outwards to the sides, then rotate the right analog stick up, and rotate the left analog stick down.

GIGANTIC BOOSTER **Press the □ button during a Grand Charge.**

Back-mounted boosters discharge fire elements to enable high-speed dashes.

Laguiole's special techniques

NOVA LASER **△ button**

Fires a powerful laser beam.

GIGANTIC BOOMERANG **Tip the right analog stick up after a Grand Charge.**

The left wing is detached from the back and hurled at the enemy.

DEMON-SWORD "DESECRATOR" **When energy is fully charged, press the △ button during a Grand Charge.**

Swords extend from each arm. Mere contact inflicts damage.

ANNIHILATOR **When energy is in the red zone and Desecrator swords are deployed, press the △ button during a Grand Charge.**

All available energy is concentrated in the two arm-mounted swords to unleash massive cuts.

GRAVITY ZERO **While crouching, tip up both the left and right analog sticks.**

A throw move launched from a crouch.

Gllang's special techniques

GAIA CANNON **Press the ○ button while in Fortress Mode.**

Particle beam cannons fire diagonally upwards.

SHOULDER MISSILE **Press the ○ and △ buttons together while in the Vertical Mode.**

Launches shoulder-mounted missiles.

LEG MISSILES **Press the ○ button during a Grand Charge.**

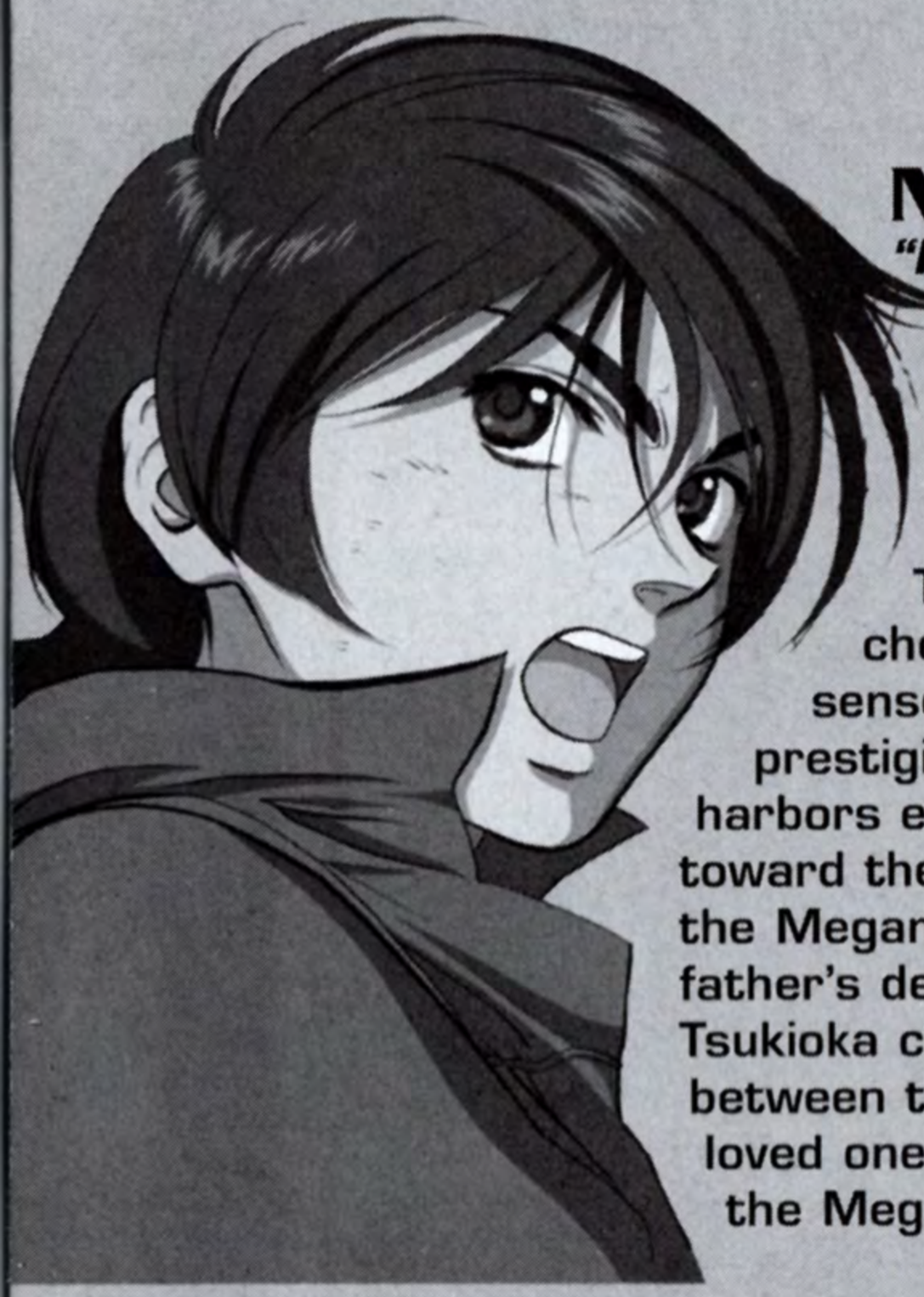
FIRE ALL ORDINANCE **When energy is fully charged, press the ○ and △ buttons together during a Grand Charge.**

All weapons are fired simultaneously.

SANCTIFIER **When energy is fully charged, press the □ button during a Grand Charge.**

Warhammer "Sanctifier" knuckle guards are deployed.

CHARACTERS



Naoto Tsukioka

"If I don't do it, who will?"

A seventeen-year old junior in the public Senjo High School and the sole heir of the distinguished Tsukioka clan. However, his cheerful demeanor and strong sense of justice belie his prestigious background. He harbors emotions close to hatred toward the Trillennium Committee and the Meganites that he blames for his father's death and the fall of the Tsukioka clan. He finds himself torn between the desire to protect his loved ones and the need to control the Meganites.

Ryo Tsukioka

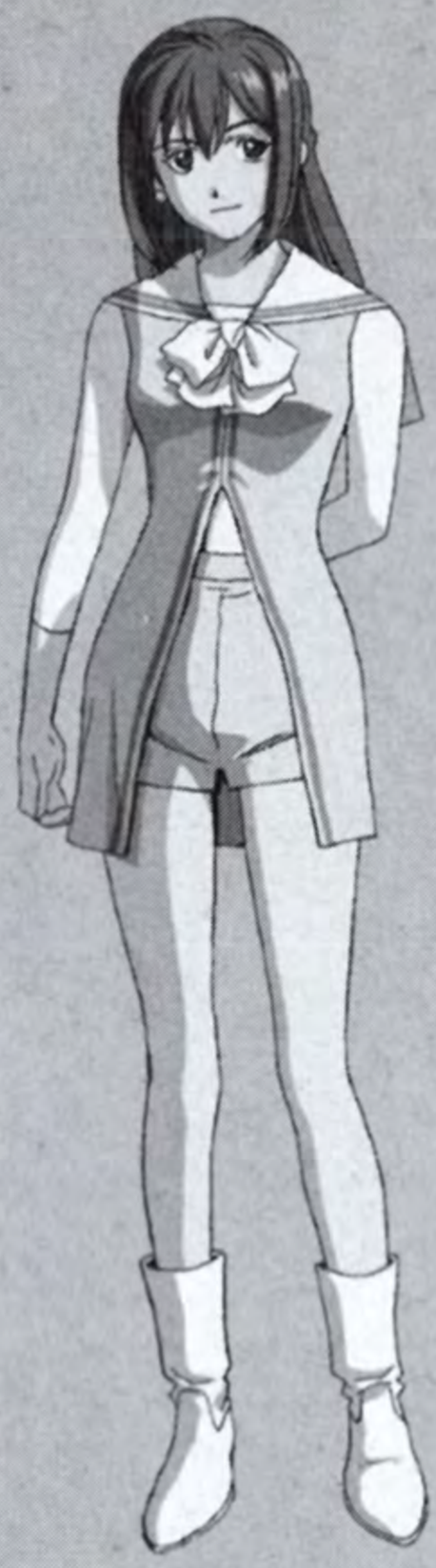
"The grownups seem to think we exist to heed their wishes."

A seventeen-year old junior in the public Senjo High School. He is a cool and reserved young man with the best marks in his grade. He tends to be aloof and emotionally distant. Despite his appearance, he is shockingly agile. He is known in other schools as Senjo High's toughest fighter. He recognizes that the Tsukioka clan's collapse resulted from out-of-control business spending, but still feels conflicting emotions over the Meganites. He also feels stifled in his position as the supposedly interim Chairman of the Civilization Preservation Foundation (Trillennium Committee).

Yui Tsukioka

"I think I've been waiting all this time for someone like you."

A junior in the public Senjo High School. Attractive and compassionate, she is adored by the male students. Her outlandish pink attire stems from her infatuation with super robot anime and live action shows that were at the height of popularity in the mid 1970's. Unwilling to accept the fact that the Meganites' development costs drove the Tsukioka family into bankruptcy, she dismisses them as antiquated junk metal.



Nanao

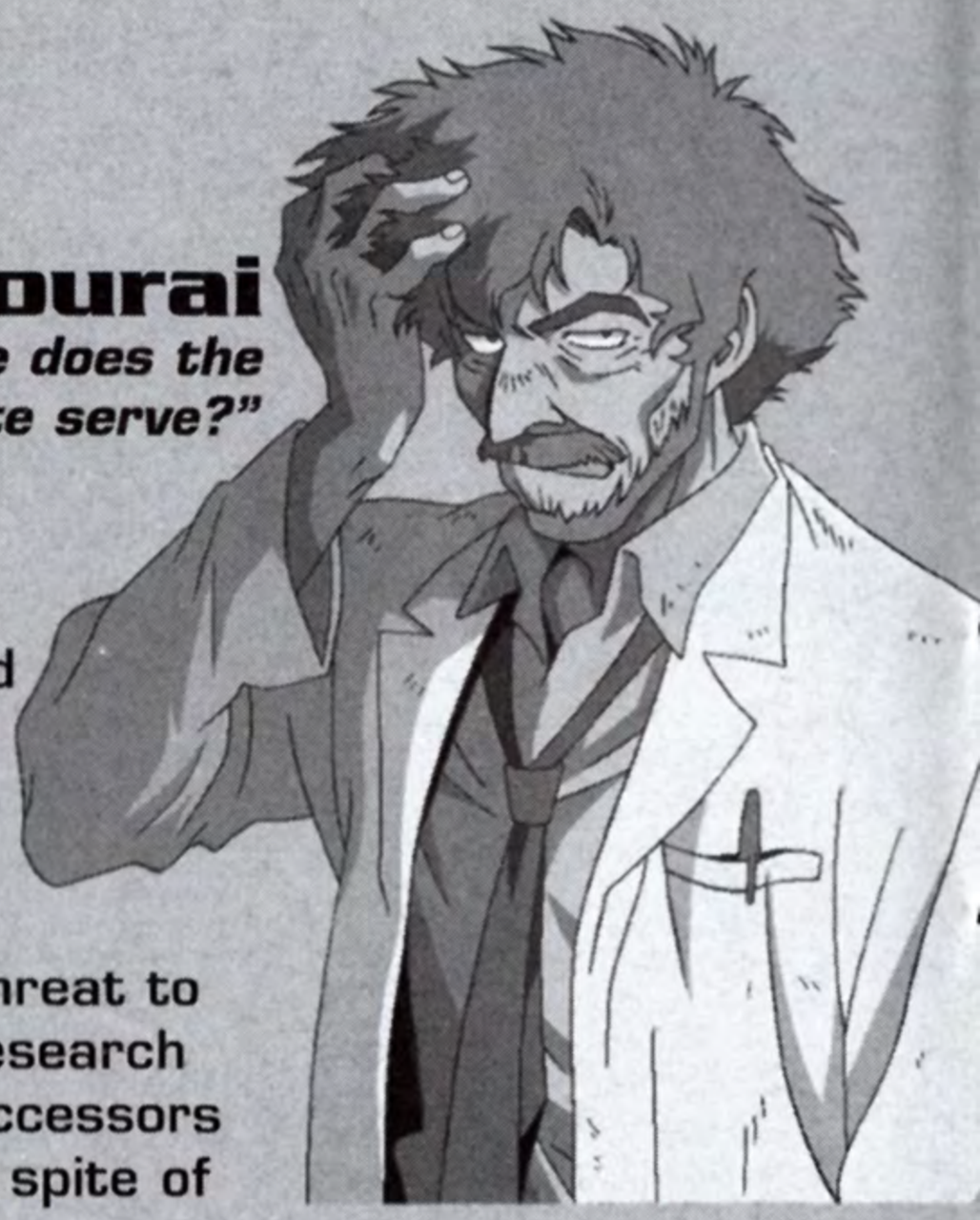
"I don't like sunsets. They remind me of that day."

A seventeen-year old junior who also attends Senjo High. She looks younger than her years, and comes across as a timid little sister type. She leads a modest and simple life with her grandmother. She has been classmates with Tsukioka since junior high. With Naoto and Ryo, she tends to act like an older sister, but she can also act childishly in front of them. The reasons behind her haunted and downcast atmosphere gradually become apparent...

Dr. Hourai

"What purpose does the Meganite serve?"

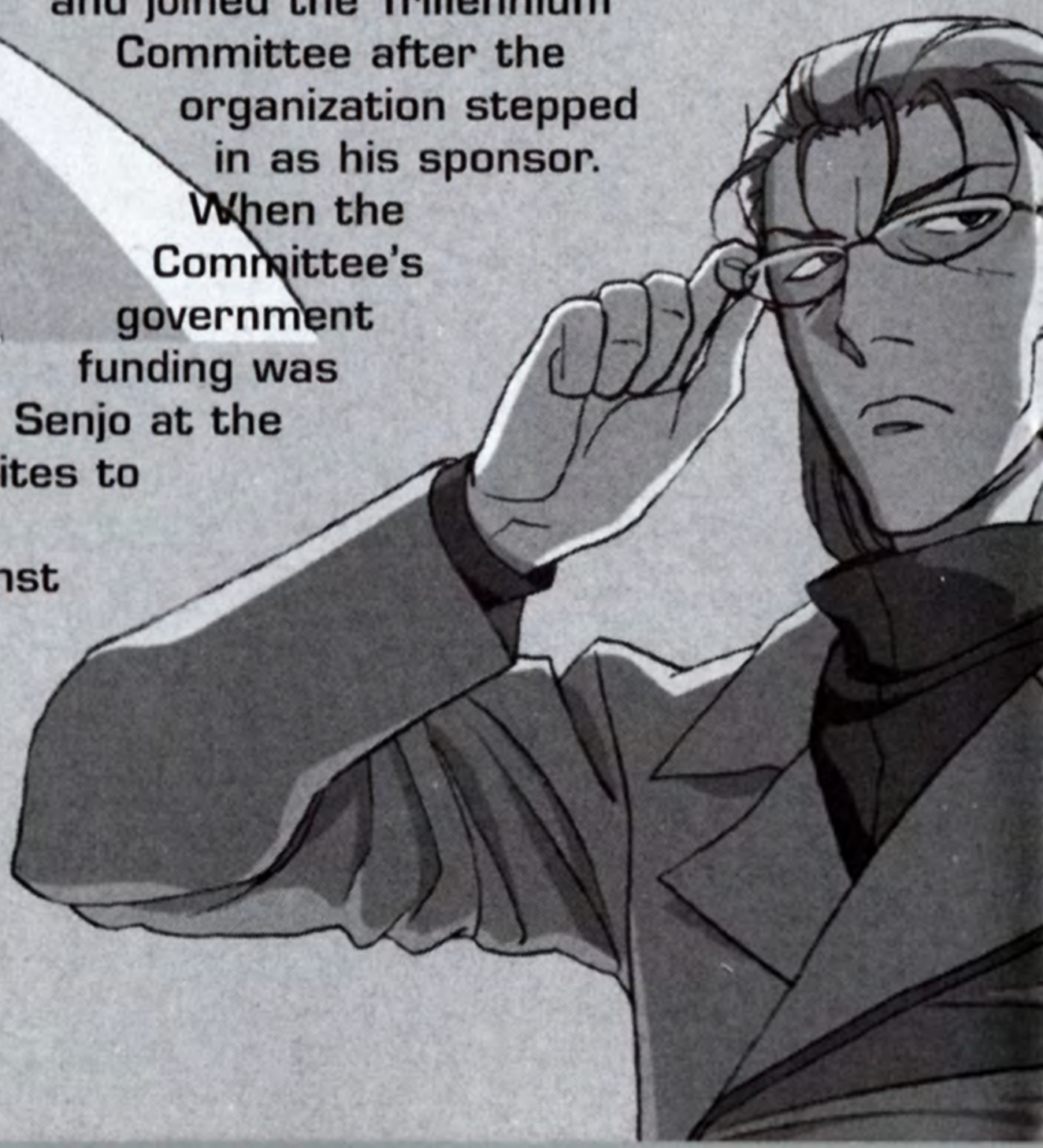
A brilliant but completely mad scientist who developed the Meganites. Now 62, he was classified as a threat to society for his research paper on the "successors to humankind." In spite of his eccentricity, his scientific reasoning is impeccable. He correctly predicted the arrival of the Volgara. In thought and in deed, he is an enigma.



Dr. Herman Wiltz

"The Meganites were never intended to be weapons."

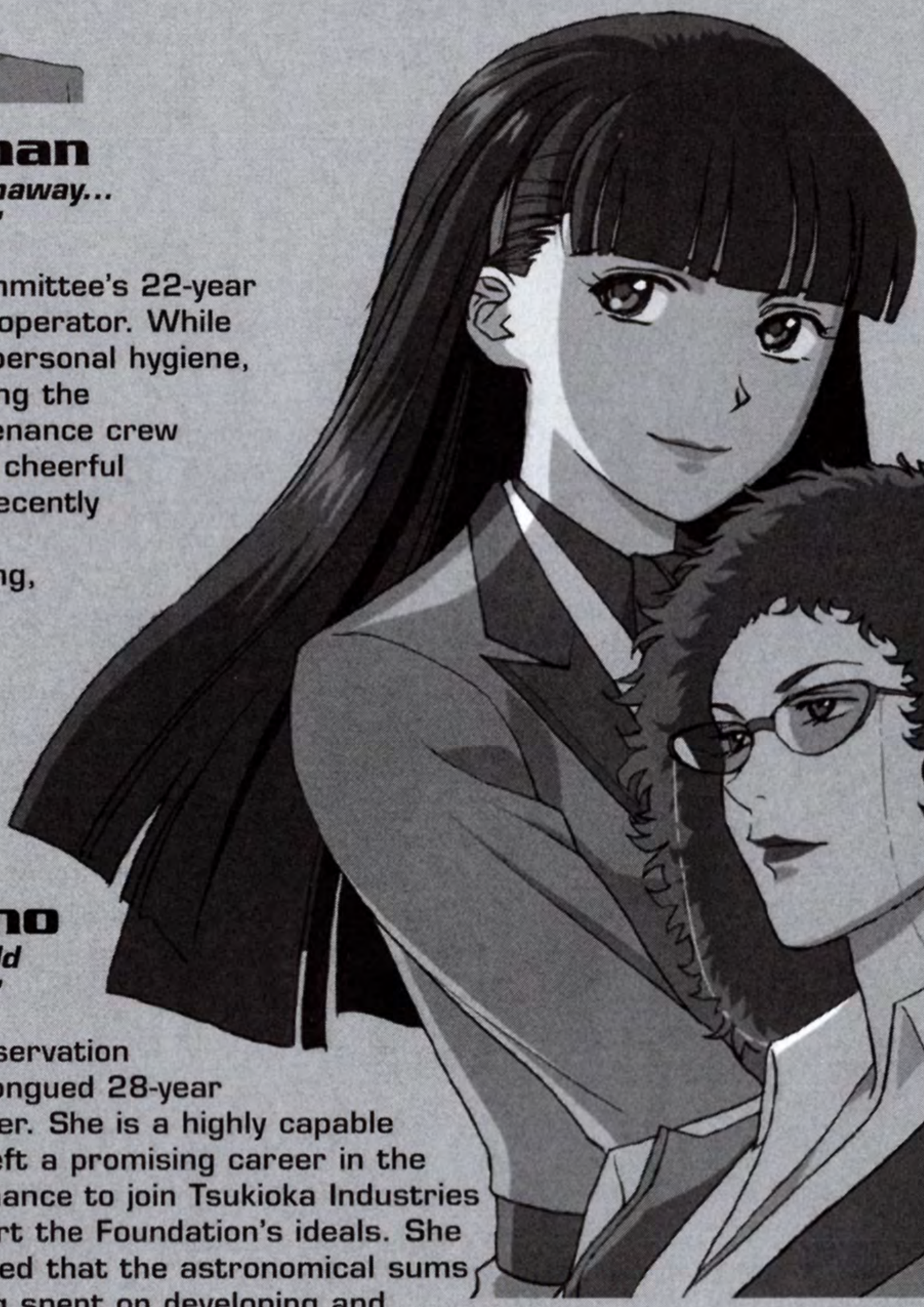
A 36-year old scientist who developed the Alchemic Drive. He had been developing the next-generation energy system in his native Germany, but had to suspend research because of financial woes. He arrived in Japan and joined the Trillennium Committee after the organization stepped in as his sponsor. When the Committee's government funding was terminated, he alone remained in Senjo at the research lab to nurse the Meganites to completion. He later assumes a commanding role in the war against the Volgara.



Keiko Konan

"Alchemic Drive runaway... It's out of control!"

The Trillennium Committee's 22-year old communication operator. While overly sensitive to personal hygiene, she is popular among the Committee's maintenance crew for her mature but cheerful attitude. She has recently moved into a new condominium building, which becomes a source of great concern as the Volgara and Meganite battles rage in the city.



Saki Kyono

"It makes the world go 'round, money."

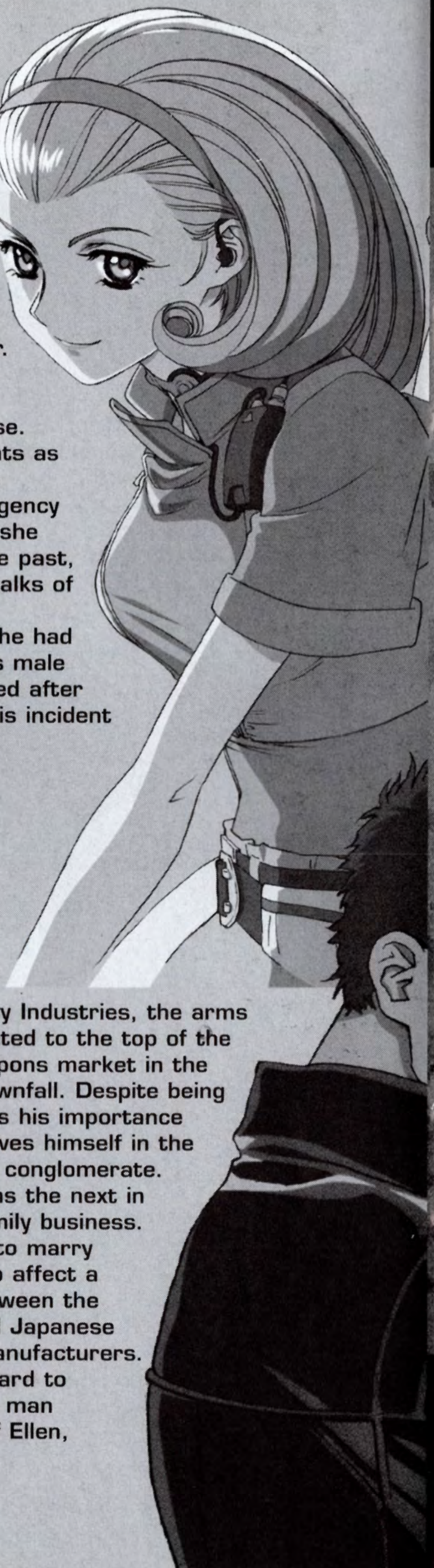
The Civilization Preservation Foundation's acid-tongued 28-year old financial manager. She is a highly capable accountant who left a promising career in the Ministry of Finance to join Tsukioka Industries and support the Foundation's ideals. She predicted that the astronomical sums being spent on developing and operating the Meganites would drive Tsukioka, then one of Japan's biggest conglomerates, into financial dissolution. However, moved by the late Tsukioka owner's desire to protect the earth's peace over saving his own company, she dedicated her life to the re-establishment of the Trillennium Committee.

CHARACTERS

Ellen Bulnose

"I'm not going to be a puppet for my parents."

The 18-year old daughter and heir to Bulnose, France's leading weapons manufacturer. She is an intelligent young woman who is conversant in French, English and Japanese. Rebelling against her parents as "merchants of death," she volunteered for the Emergency Guidance Group so that she could help people. In the past, when there had been talks of merging Bulnose and Tsukioka's businesses, she had been engaged to Tsukioka's male heir. The engagement dissolved after Tsukioka crashed in financial ruin. This incident scarred her deeply.



Masaru Misaki

"I'm MHI's heir. I can't run off and hide by myself."

The heir of Misaki Heavy Industries, the arms manufacturer that vaulted to the top of the Japanese military weapons market in the wake of Tsukioka's downfall. Despite being just 17, he recognizes his importance as the heir, and involves himself in the administration of the conglomerate. He is already viewed as the next in line to succeed the family business. He has been chosen to marry Ellen Bulnose to affect a merger between the French and Japanese military manufacturers. He tries hard to become a man worthy of Ellen, but...

Tomoe Kawasaki

"We've got a live feed from the disaster scene."

The top newscaster on BNN, Japan's biggest TV network. Now 34, the ravishingly beautiful newscaster is an overwhelming viewer favorite. She is also known for a series of scandalous affairs with celebrities. However, because she projects an image of purity and innocence, she has legions of fans both inside and outside the network. She is considered to be the perfect newscaster by aspiring female news people, including Mika Banhara.

Mika Banhara

"I don't want to be an on-the-scene reporter forever."

A 25-year old making her debut as a BNN field reporter. She is convinced that ceaseless effort will be rewarded by success, but her career so far hasn't been quite what she envisioned. She had originally been stationed in Tokyo, but was largely relegated to the role of assistant. She never got the opportunity to appear on TV while at BNN Tokyo before being shunted off to the out-of-the-way Senjo. Before the reality of the de facto demotion could set in, however, she gets the opportunity of a lifetime in the Volgara invasion. She seizes the chance to become a major news figure by getting as close to the action as possible with little regard for her own safety. She learns that the Meganites' controller is a mere teenager, so she decides to get closer.

Souya

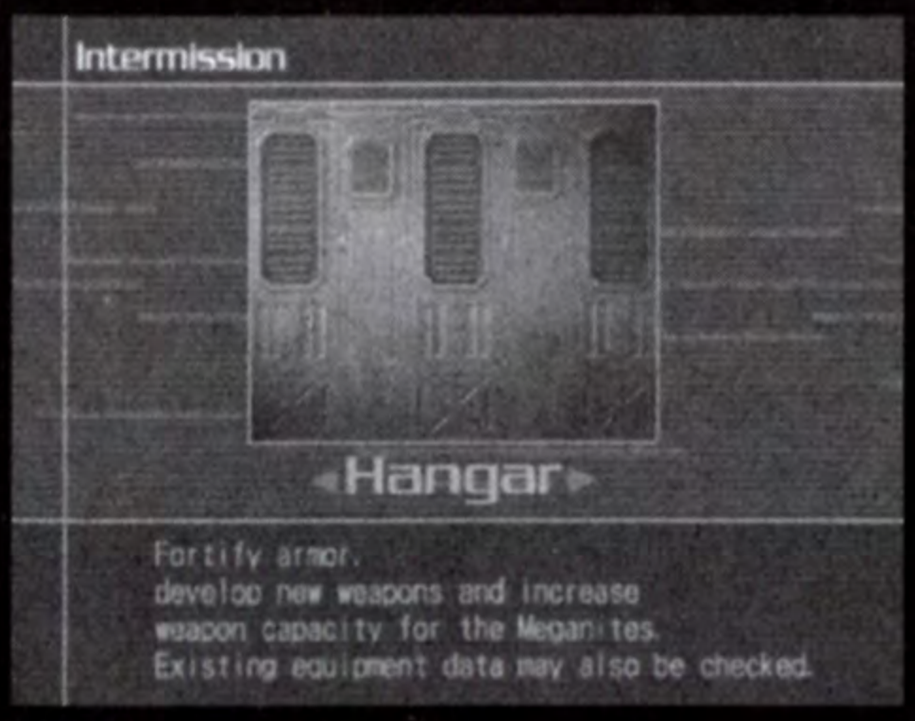
"He controls the Meganites without knowledge of their power...He's dangerous..."

A mysterious man who appears before the hero. What motivates this figure clad in black leather?

INTERMISSION

Tally up your earnings and buy upgrades.

In the Story Mode, you will earn money from the government and other sponsors as you complete missions. Use your earnings to modify Meganites, add weapons, and improve the hero's personal equipment.



[Hangar]

The Meganites' home base. You can modify Meganites, develop weapons, strengthen armor, increase ammunition capacity and confirm combat commands.

[Modifications]

Meganites can be powered up with modifications. However, modifications do cost money.

[Increase Armor]

Meganite armor can be enhanced for greater durability.

[Raise Capacity]

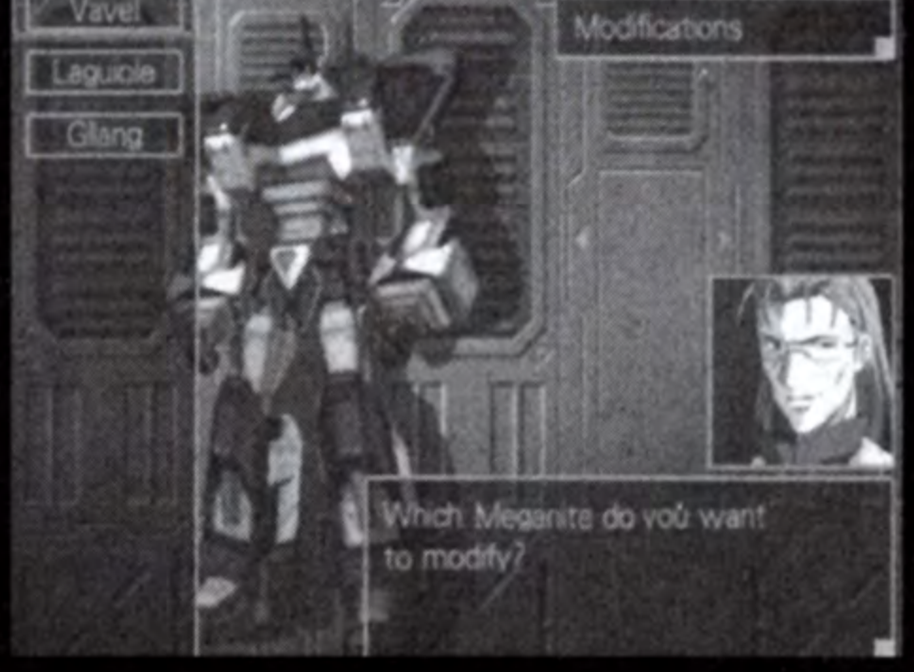
The ammunition capacity can be increased.

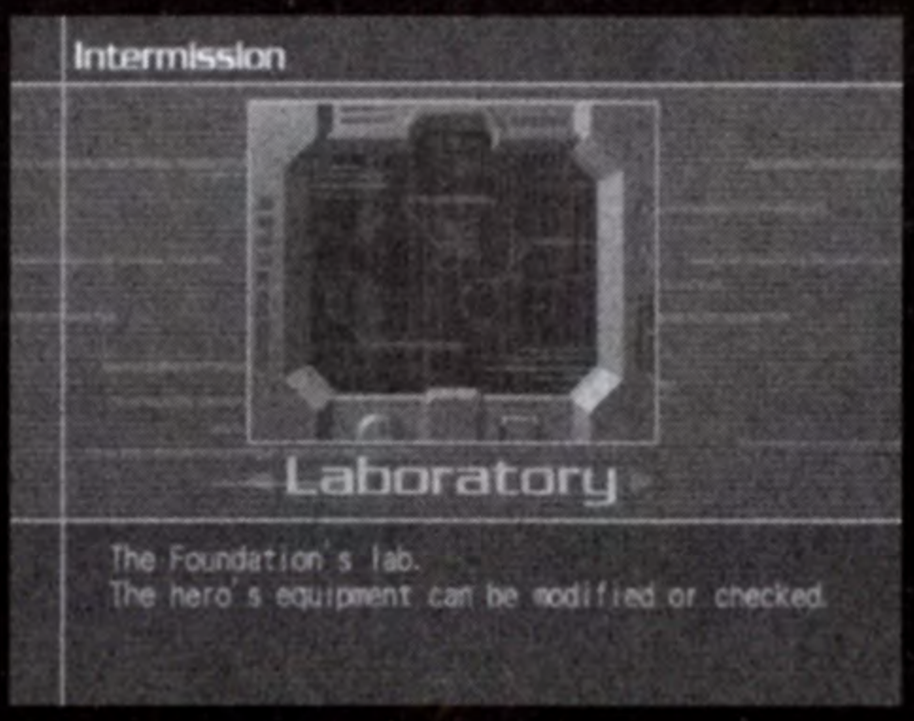
[Commands]

Confirm the attack commands of Meganites.

[New Weapons]

Develop new Meganite weapons. Choose the weapon to be developed using the directional button, then press the ○ button to confirm. Press the △ button for a description of any selected weapon.





[Laboratory]

The Foundation's equipment development section. Equipment for the hero can be developed.

[Develop Equipment]

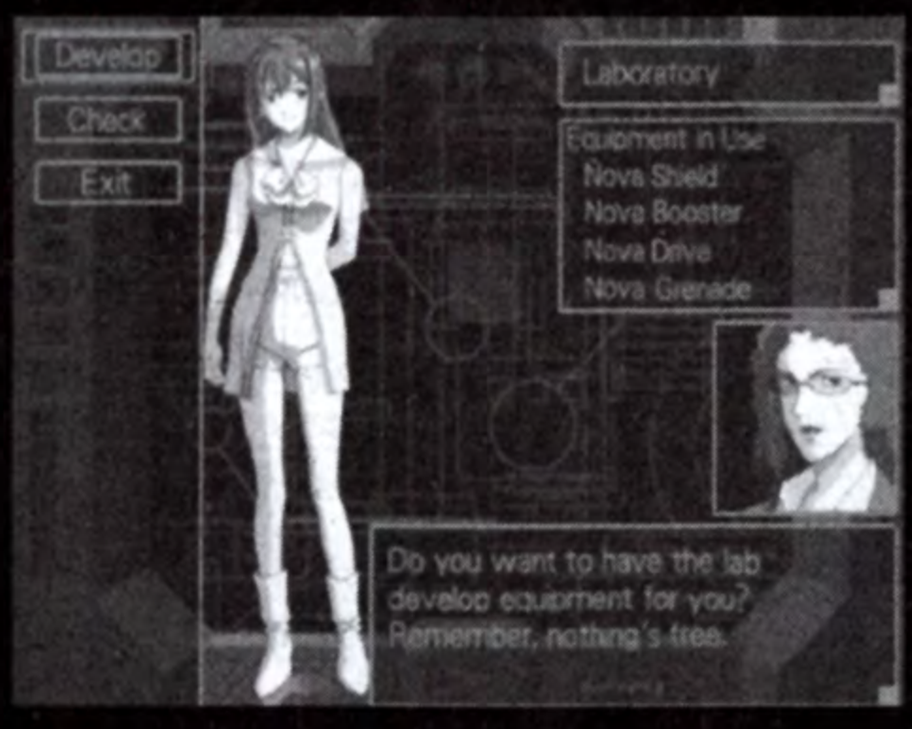
Develop equipment for the hero. Choose the item to be developed using the directional button, then press the ○ button to confirm. Press the □ button for a description of any selected item.

[Check Equipment]

The hero's current equipment can be checked.

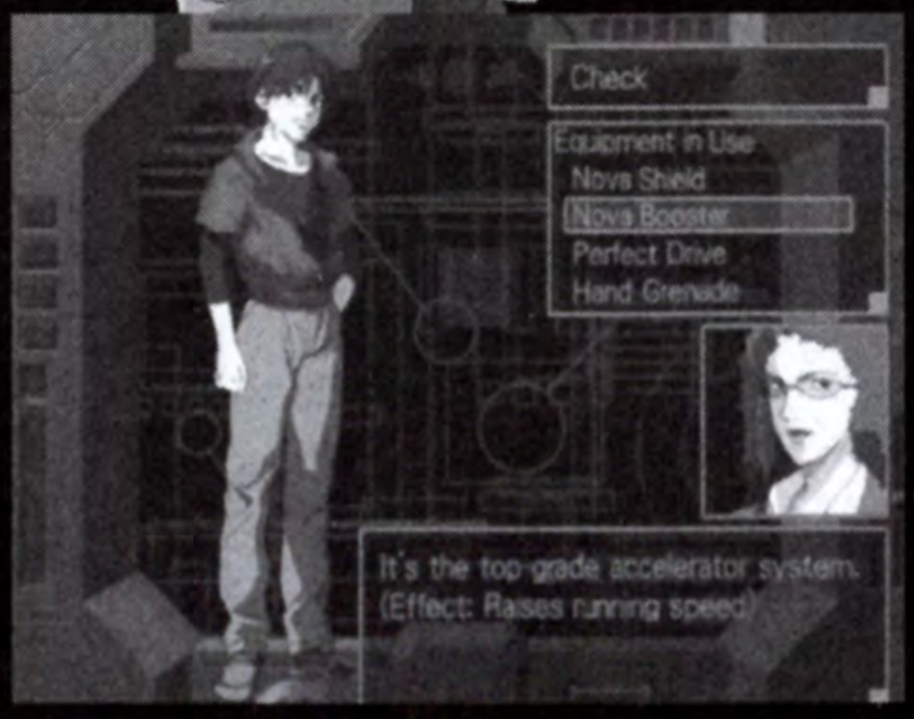
[Personal Shield]

Provides the hero with improved protection against injury.



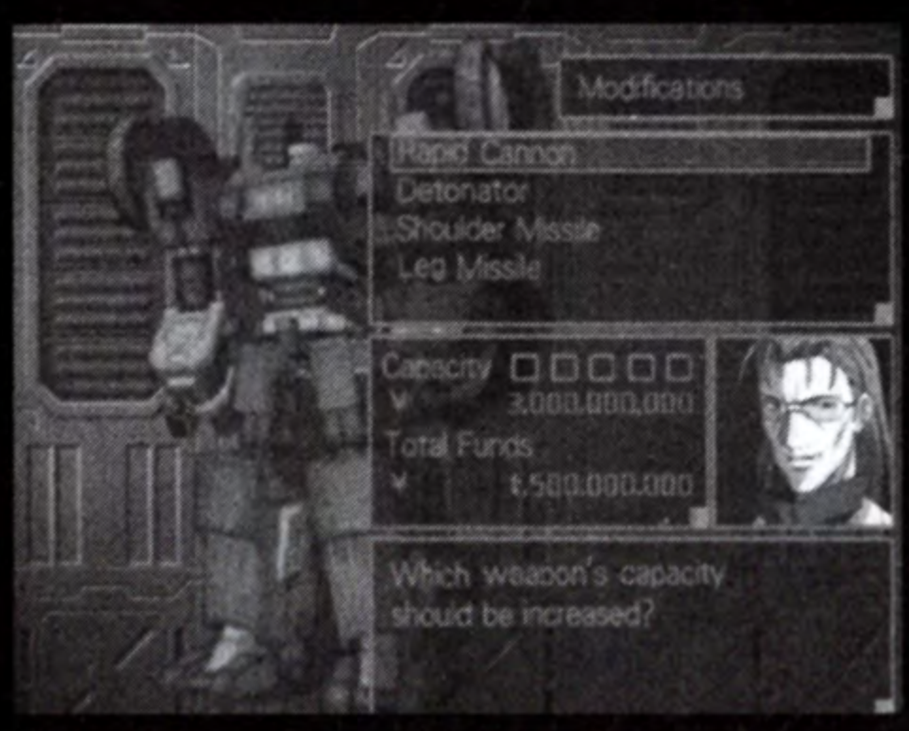
[Increase Armor]

Meganite armor can be enhanced for greater durability against damage.



[Nova Booster]

Increases the hero's foot speed.



[Raise Capacity]

The ammunition capacity of a selected weapon can be increased.

[Next Mission]

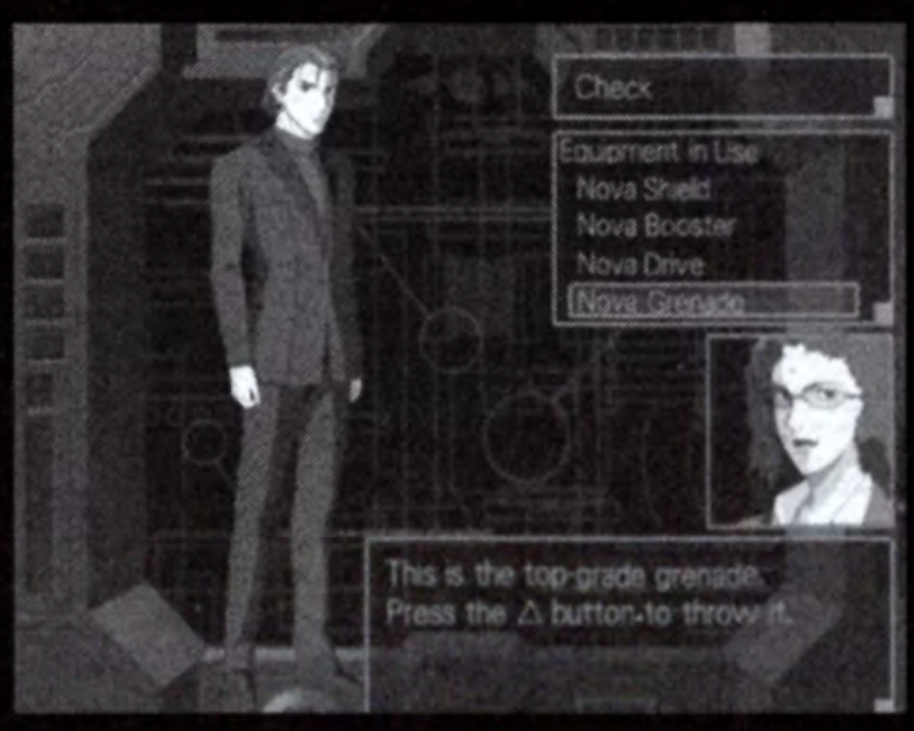
Advance to the next mission.

[Options]

Use this command for changing various game settings (controls, sound and controller feedback). You can switch between the Normal and Easy Control modes.

[Save Load]

Use this command for saving and loading game data. Choose the file for saving data, then press the ○ button.



[Hand Grenade]

A special anti-Volgara grenade. Throw it by pressing the △ button.

TIPS

[Beware of cars]

Unmanned A.I. Patrol Cars roam the streets of Senjo around the clock to maintain the city's peace and security. During a mission, be careful where you place the hero. If you leave the hero in the middle of the road, the hero could become road kill.

[Keep behind the yellow line on train platforms]

While waiting for a train on the platform, stay back inside the yellow line. The hero is no match for a speeding train.

[Protect buildings]

A variety of important buildings appear in the game, including Nanao's workplaces. If you fail to protect Nanao's workplace, her fortunes turn progressively worse.

[Be careful where you throw grenades]

Throw grenades only after confirming that there are no people or buildings within the blast area. If the hero were to toss a grenade in the middle of a crowd...

[Grab and throw]

A Meganite can grasp a variety of objects. Even a person can be grasped. The grasped object can be set down again by repeating the grasping action. Or the grasped object can be thrown by throwing a punch.

[Ride a Meganite!]

The hero can ride atop the Meganite's shoulder to control it. However, if the Meganite takes a powerful hit from the enemy, the hero may not be spared from the impact.

[Interact with the cast]

Depending on how you interact with other cast members, story events could be triggered. For example, if you were to save or help Ellen, she could become less icy toward you. Or, if you fail to protect Misaki Heavy Industries' buildings from harm, Masaru Misaki may give you an earful. Try interacting with other characters and see what happens.

Thanks for playing RAD.

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